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N-GAGE

PATHWAY TO GLORY[™]

This game has received the following rating from the ESRB



Game Experience
May Change
During Online Play



RedLynx

N-GAGE
NOKIA



PATHWAY TO GLORY

PRIMA OFFICIAL GAME GUIDE

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GENERAL STRATEGIES

HOW TO USE THIS GUIDE

Pathway to Glory is a turn-based strategy game in which you lead a squad of allied soldiers to victory against the forces of the axis powers. In the multiplayer game, you can align yourself with the axis and have access to all of its weapons and vehicles.

For those who aren't familiar with turn-based strategy games, the concept is simple: You assign orders to your units, and they are immediately carried out. Once you are finished, your opponent moves his units. And the process is repeated, back and forth, until your goal is accomplished or you are defeated.

In Pathway to Glory, each unit has a certain number of action points (APs), which determines how far he can move and how many times he can attack. As the name indicates, each action a unit performs requires a certain number of points. Moving a long distance requires more action points than moving a short distance, and each weapon has a minimum action-point cost to fire. Later in this chapter, we look at the usage of action points.

This chapter also introduces you to the soldier skills and classes and gives you some tips for thriving on the battlefield. The next chapter introduces you to the weapons, equipment, and vehicles. After that, this guide leads you through the 14 storyline missions, showing you how to get complete the mission and eliminate every enemy on each map. The final chapters cover the multiplayer maps, explaining the strengths of weakness of both the Axis and Allied forces on each map, and

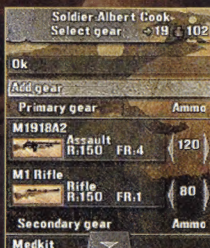
indicating some points of interest and areas of significant strategic value.

BASIC TRAINING

Your soldiers primarily perform two actions: Moving and attacking. Though they'll sometimes be doing so in vehicles, or in different stances, it all basically comes down to these two actions. Every action has an action point cost.

ACTION POINTS

To understand movement and combat, you must first learn the basics of action points. Before they are deployed, each soldier has 25 APs. Unless they go into combat with no equipment, though, they won't have



this available to them in the field. Adding weight to a soldier decreases the number of APs available. Because of this, equip each soldier with only the weapons and equipment they will absolutely need. While it's possible to give a soldier a wide variety of weapons to carry, it's not a good idea. Without enough APs to move and fire, they're essentially useless.



There are cases, however, where you will want to load a soldier down with extra equipment. These are rare, but they do exist. For instance, in storyline missions like Defend the Bridge and multiplayer maps like Remagen Bridge, you will face very strong vehicles. In these cases, you'll want your soldiers to be well equipped with anti-tank weaponry like rocket launchers and anti-tank grenades. These are heavy, but it's worth the AP sacrifice to be ready when the big guns roll in.

TIP

In some storyline missions and multiplayer games, you'll want to sacrifice APs for firepower. Load your soldiers up with heavy weaponry when you know they'll face tanks.

When your men are in the field, their APs will determine how much they can accomplish during a turn. A soldier with more APs can move farther and attack more often than a soldier with fewer APs.



The equipment your soldier is using will also affect how many times they can use it. Some weapons require more APs to fire than others. Sniper rifles, for instance, have a minimum AP cost of 6, while pistols have a minimum cost of 2. In most cases, actually firing the weapon will cost more APs, because you need to aim. The concept of aiming is explained in detail in the combat section of this chapter.

CAUTION

When a soldier is out of APs, he can't do anything else until the next turn. For this reason, save APs to make sure soldiers can move to safety.

MOVEMENT

Moving your soldiers is simply a matter of moving the cursor to the target location and pressing [B]. Before you execute the move, however, there are a few pieces of critical information to consider.



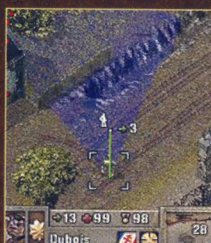
When selecting a place to travel, the cursor shows you how many APs it takes to reach the location, and a line appears showing the route your soldier will follow. If the line is green, this indicates that your soldier can move to the location and still have enough APs to attack with the minimum cost for his currently selected weapon. If the line has a yellow segment at the end, there will not be enough APs remaining to attack, but your soldier can reach the location. If the line is gray, your soldier cannot reach the location with his current number of APs.



In addition to the number of APs required to move, the cursor also indicates your soldier's current stance. This is important, because his stance affects how many APs it requires to move.

STANCES

There are three stances available to your soldiers: standing, kneeling, and lying down (prone). Each has its benefits, and deciding on a stance depends on the situation.



Standing is the most common stance. Your soldier moves more quickly while he's standing, so it requires fewer action points to reach a destination. Standing is also useful when using cover, as your soldier often won't have a line of sight when kneeling or lying prone because the cover object blocks his view. Standing has a negative impact on your soldier's ability to fire his weapon, and attacks are the least accurate in this stance.

TIP

Flank your enemy. Especially in multi-player games, the enemy might miss one last jeep, then you can get his rally point with ease. Also, if the enemy spots you, this forces it to divide its troops.

CAUTION

It is generally a bad idea to end a turn with your soldiers standing because they will be much easier targets for the enemy.



Kneeling gives your soldier more accuracy when firing, but it requires more action points to move while in this stance. Kneeling allows your men to shoot over short obstacles, but it

will most likely be your least-used stance, as it doesn't offer the mobility of standing or the accuracy of lying prone.



Lying prone is the most accurate stance. It's highly useful for less accurate weapons such as rocket launchers and light machine guns, and it can help less experienced soldiers whose shots won't hit as frequently. Moving in the prone position requires a great deal of APs, so it should only be used when absolutely necessary. If you're moving behind cover through an enemy's line of fire, lying prone is a good idea. Otherwise, it's best to stand when moving.

TIP

You can quickly move a soldier's stance up by tapping [8]. Likewise, you can move the stance down by tapping [0]. Changing stances doesn't require any APs, so there's no punishment for switching. Always switch to the best stance for the situation!

COMBAT

To attack with a gun, move the cursor over an enemy soldier. If you can attack from your current location, the cursor changes to a target. The color of the cursor indicates how accurate your shot will be. A green cursor indicates that you will most likely hit, while a red cursor means you most likely won't.

TIP

Spread out your troops. You only lose one man on air strikes and you can see more of the battlefield.



The number near the cursor tells you how many APs it will take to fire. Aiming increases the likelihood of hitting, but it requires more APs to fire. Similarly, you can lower the number of APs you want to spend, but you cannot go lower than the minimum APs for the currently selected weapon.

NOTE

To aim, move the cursor over an enemy and press [5]. Then press up on the D-pad to improve your soldier's aim. To shoot more quickly, and thus lower the number of APs your soldier will spend, press down on the D-pad.



If you move your cursor over an enemy and it shows a gray "X," your soldier cannot hit the enemy from your current position because something is blocking your shot. This may be because the enemy is standing behind an obstacle or protected in a trench. To adjust your soldier's line of sight, you can change your stance, or move to a new location.

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Before moving, however, you can make sure that it will be effective. Press [6] to put your soldier in attack mode. Examine the target line—it indicates exactly where his shot will hit if he fires, which shows what is currently preventing you from attacking the enemy. If you can move enough to get a clean shot, then you should do so. Otherwise, save your APs.

TIP Attack mode is useful for more than just checking your line of sight. It can be used with grenades and especially air strikes to attack an area with no enemies. With grenades, the explosion often hurts nearby enemies. With air strikes, you can use it to attack an area where you hope an enemy will move.

Enemies in Sight

Enemies located off-screen but in your field of view are indicated with red dots at the edge of the screen. Scroll toward the dot to find the enemy. This can help find enemies that are blocked by environmental objects like bushes.



Additionally, you can use the map to see enemies in your field of view. Press [2] to open the map. Enemies are marked with a red dot. Your squad is indicated with blue dots. Unoccupied vehicles are green rectangles, occupied vehicles are red rectangles, and allied soldiers are marked with yellow dots.

Equipment Selection



Soldiers have both primary and secondary equipment. Primary equipment is always a gun or rocket launcher, and secondary equipment includes grenades, medical kits, and radios. To switch between primary and secondary equipment, press [1]. This will only switch between the currently selected items in each category. To select a different primary or secondary weapon, press [7] to access the menu.

At the menu, select "use" then select the item you'd like the soldier to use. This will now become the default primary or secondary weapon.

Using Grenades



Grenades are very effective weapons, but require your soldier to be fairly close to his target. As with guns, the cursor indicates how likely you are to hit your target, and you can adjust the accuracy by aiming the throw. A more accurate throw costs more APs. Grenades can be thrown over short obstacles, but they can't be thrown over tall walls or buildings.

TIP Grenades are an excellent way to deal with soldiers hiding in trenches.

Using Air Strikes



Air strikes should only be used when absolutely necessary. Save them for overwhelming numbers of enemy soldiers or, ideally, to use against enemy vehicles. Only radio operators can call in an air strike. Air strikes aren't always available in storyline missions, but when they are you'll be told how many are available at the

outset. In multiplayer games, you get a single air strike per reinforcement interval.



To order an air strike, select the radio operator and then switch to his radio. As with guns and grenades, the cursor will indicate viable targets. Calling an air strike on an enemy's current positions is a bad idea. The air strike will not occur until the beginning of your next turn, and most likely the enemy will have moved. Enter attack mode by pressing [6], and then order the air strike on an area where the enemy is likely to be on the following turn.

NOTE Air strikes have no range, but they must be ordered in an area that is visible to you. As long as the area is in any of your soldiers' lines of sight, the air strike can be utilized. The target area does not need to be within the radio operator's field of view.

Interrupt Attacks

Most of your actions take place during your turn. There is one exception: interrupt attacks, or attacks of opportunity. These allow you to attack enemy soldiers during your opponent's turn, but certain conditions must be met.



The enemy must pass through the interrupt area. This area is visible as a blue cone extending from your soldier. The direction and size of the area depends on the soldier's facing and his stance. If your soldier is standing, his interrupt area is wider but shorter. If he's lying prone, it's longer but narrower.

NOTE Change your soldier's facing by placing the cursor over him until it changes to a circular arrow and pressing [5]. Better yet, move the cursor anywhere in the direction you'd like the soldier to face, and then press [8].



If an enemy passes through the interrupt area, your soldier will fire if there is nothing blocking his shot, and if he has enough APs to fire his weapon. If there is an obstacle in the way, or if he has too few APs, he will not fire. Soldiers only use interrupt fire with firearms. Vehicles, artillery, and heavy machine guns do not have interrupt attacks.

CAUTION

Enemy interrupt areas are visible to you as a red cone. Do not pass through them unless you have cover.

USING AND ELIMINATING COVER



Using cover should be one of your highest priorities. Environmental objects can prevent the enemy from hitting your soldiers. Barricades, rocks, trenches, trees, buildings—pretty much anything on the map can be used as cover.



Additionally, soldiers can enter buildings for cover. Simply move the cursor over the building itself. The game automatically plots a route through the closest door. When using buildings, be sure the soldier cannot be hit through the windows.



To see if the soldier is in an enemy's line of sight, enter attack mode by pressing [6]. If your soldier can't aim at the enemy, chances are the enemy can't aim back. Of course, the enemy can always move into a better position on his turn, but more than likely your soldier will be safe. Going prone behind objects almost always provides more cover. This is especially effective in trenches.



Many obstacles can be destroyed, which will leave you (or the enemy's) soldiers exposed. Rocket launchers, grenades, artillery, and tanks all are a great means of destroying obstacles. If you're having trouble getting a line of sight on an enemy hiding behind an object, see if you can't destroy the object with some heavy weaponry. This may clear a path for your marksmen. Some buildings can be destroyed as well, which will instantly kill any soldiers hiding inside.

VEHICLES AND LARGE WEAPONS



Vehicles, artillery, and heavy machine guns are much like soldiers. They have APs, and attacking or (in the case of vehicles) moving will deplete them. To enter a vehicle or weapon, select a soldier and then click on it. If the target is empty, the soldier automatically enters. If it is occupied and is a vehicle that can carry more than one soldier, you are given the option to board the vehicle or select the vehicle. Press up on the D-pad to enter.

NOTE Only transport vehicles can carry more than one soldier. All weapons and combat vehicles are single-capacity.



Transport vehicles are a great way to move soldiers across the map quickly. When you reach your destination, click on the vehicle, and you will be shown portraits of the soldiers inside. Click the portrait and the soldier disembarks. You can then select a location to which the soldier will go.

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Vehicles and weapons have a set number of APs that is independent of the soldiers inside. It can move or attack with these APs, but there is a correlation. If a vehicle uses all of its APs, the soldiers inside will not be able to use their APs when disembarking. Likewise, a vehicle will not have its full number of APs if a soldier has depleted them.

CAUTION

Be very careful when using transport vehicles. They are generally weak, and if the vehicle is destroyed, all the soldiers inside will be killed. Driving a full truck or jeep through a heavily occupied area is a good way to get your whole squad killed.

EXPERIENCE



As you play through a campaign, your soldiers gain experience. Experience is awarded for successfully wounding or killing enemies, and soldiers can be awarded medals or promoted in rank. As soldiers gain experience, their skills improve, making them much better marksmen with their specialty weapon, and slightly improving their abilities with other weapons. The impact of this is very noticeable. A high-ranking soldier will be able to make difficult shots with fewer APs, and both the accuracy and the effectiveness of their shots will increase.

Skill info	
Action points:	25
Hit points:	100
WEAPON SKILLS	
Light:	22
Heavy:	17
Sniper:	100
Grenade:	15
OK	OK

For this reason, it is very important you keep your soldiers alive. Though there will be replacements available if they die, you will lose all of their accumulated skills. Experienced soldiers are significantly better in the field, and later missions will be much easier with a squad of battle-hardened men.

BATTLEGROUNDS GAMES



Multplayer games are slightly different than the storyline missions. Though most strategies still apply, the concept of reinforcement intervals is introduced in multiplayer games. In battleground games, your goal is to either capture all the rally points on the map, or to completely eliminate the enemy squad. Rally points are captured by moving a soldier onto them. The more rally points you have, the more reinforcements you receive.



The reinforcement interval is four turns, at the end of which two things will happen. You receive replacements for your fallen soldiers equal to the number of rally points you control. If you control two rally points, you will receive up to two reinforcement soldiers, and these soldiers will arrive at the rally points. Additionally, you receive an additional air strike at the end of each interval.

Each battleground game only allows two reinforcement intervals. After the second, you receive no more reinforcements or air strikes.

TIP

Type Talvisola as the player name in solo mode. You thought the AI was easy....



THE SOLDIERS

Your soldiers each have a skill specialty. Though they can use any type of weapon, they will be more effective with the weapons suited to their class. Here's a brief overview of each type of soldier.

HEAVY ARMAMENT SPECIALIST



The heavy armament specialist is your go-to guy for rocket launchers. Automatically outfitted with a bazooka or Panzerfaust, the heavy armament specialist is your best unit when faced with vehicles, artillery, or heavy machine guns. As the heavy armament specialist gains experience, he increases his skills with heavy weapons.

TIP

In multiplayer games, always take one flamethrower. You can grill the enemy soldiers lying in trenches and open up an attack route.

MEDIC



Medics are the only units capable of using medical kits, which are automatically included in their default equipment. Medics can patch up a wounded soldier, which prevents them from slowing bleeding to death. Medics are incredibly valuable in the field, and should be kept out of harm's way as much as possible. To have your medic heal a soldier, select the medical kit and then place the cursor on the wounded man. The cursor changes to a small icon of the medical kit. Press [5] to use it. Healing does not use APs, other than the number required to move to the target.

RADIO OPERATOR



Like medics, radio operators have a very specific role. They are the only units capable of using field radios, which are required to order air strikes. Radio operators are specialized troops and, in the single-player campaign, should only be used in missions where air strikes are available. In battle-ground games, your squad should always include a single radio operator.

RANGER



Rangers are the all-purpose soldiers. Though they are automatically equipped with submachine guns, rangers are effective with almost any standard firearm. Submachine guns are highly effective in the hands of a skilled fighter, but you might want to consider swapping them out for a rifle, for low-rank rangers. They won't have as many attacks available, but they will be more accurate.

SNIPER



The most deadly soldier in your squad, a high-ranked sniper can hit very distant enemies with precision. Snipers are often not included in the suggested soldiers for missions, but it is recommended that you always have two in your squad. Though sniper rifles require more APs to fire than less accurate weapons, a hit is almost always lethal. Snipers should also carry a pistol to attack close-range enemies and, thus, save APs for more important shots.



WEAPONS, EQUIPMENT, AND VEHICLES

WEAPONS AND EQUIPMENT

The Axis and Allied soldiers have access to comparable equipment, but there are some minor differences. For the most part, however, the weapons available to each team are fairly similar. Each soldier begins with a preselected complement of weapons and equipment, but often it will be important, if not outright required, that you change their loadout. If you're up against vehicles, for instance, you don't want to find yourself without rocket launchers or AT grenades. In this section, we look at the various weapons and equipment available to both the Allies and the Axis.

ALLIED WEAPONS

1941 LMG

Ammunition (default/maximum): 200/400
AP cost: 4
Caliber: 12.7
Class: Light machine gun
Fire rate: 8
Range: 150 m
Weight: 9.5 kg



The 1941 light machine gun is a fairly heavy weapon, but it's devastating in the right hands. It's very effective at close range, but at longer range is best used by skilled marksmen. It's an excellent weapon to use on tightly clustered groups of enemies.

CAUTION

Machine guns and submachine guns can be very dangerous to use, because missing your target will inevitably alert enemies elsewhere on the map to your location. Be sure you have a clear shot before firing.

Flamethrower M2-2

Ammunition (default/maximum): 10/20
AP cost: 4
Caliber: N/A
Class: Flamethrower
Fire rate: 1
Range: 30 m
Weight: 20.5 kg



The flamethrower is heavy and hard to use. It doesn't have much ammunition, and to employ it effectively you must move in close to the enemy. But there's no better weapon for taking out a large group of enemies at close range. The sweeping motion of the gun makes it more effective than grenades, and it can even be used against lighter vehicles with some success.

M1 Bazooka

Ammunition (default/maximum): 5/10
AP cost: 6
Caliber: N/A
Class: Rocket launcher
Fire rate: 1
Range: 150 m
Weight: 6 kg



Primarily used as an anti-vehicle weapon, the bazooka is also highly effective at taking down weaker buildings (likely killing anyone inside), taking out groups of enemies, and clearing obstacles. The latter can be especially

helpful, as the bazooka can destroy rocks, barriers, or most anything else blocking your soldiers from getting a clean shot at the enemy.

M1 Rifle

Ammunition (default/maximum): 80/96
AP cost: 2
Caliber: 3.4
Class: Rifle
Fire rate: 1
Range: 200 m
Weight: 3 kg



The M1 rifle is one of the best weapons in the Allied arsenal. It's light, has a great range, and a very low minimum AP cost to attack. In the hands of a skilled marksman, the M1 rifle can take out a large number of soldiers in a single turn. Less experienced soldiers, however, will want to expend more APs when aiming.

M1903 Rifle

Ammunition (default/maximum): 20/40
AP cost: 6
Caliber: 7.62
Class: Sniper rifle
Fire rate: 1
Range: 300 m
Weight: 4 kg



The M1903 is standard issue for snipers, who are the backbone of a successful squad. It has a fairly high base AP cost to fire, but its great range makes up for its one drawback. Sniper rifles are best used to take out enemies at long range, while your machine gunners deal with those in the immediate vicinity.

M1911A1 Pistol

Ammunition (default/maximum): 15/30
AP cost: 2
Caliber: 11.4
Class: Pistol
Fire rate: 1
Range: 25 m
Weight: 1 kg



The M1911A1 is a lightweight pistol that isn't an ideal primary weapon. It does, however, make a decent secondary weapon. Use it against enemies in very close range to save action points, but otherwise stick to your more powerful guns. The pistol only weighs 1 kg, so it most likely won't make a dent in your carrying capacity.

M1918A2 Assault Rifle

Ammunition (default/maximum): 120/240
AP cost: 4
Caliber: 12.7
Class: Assault rifle
Fire rate: 4
Range: 150 m
Weight: 9.5 kg



The Allies' assault rifle is a good general purpose gun. Firing four rounds per shot, it's great for attacking one or more enemies near one another. When fired into groups, it's likely to hit more than one opponent. Like machine guns and submachine guns, using it at long range is often a poor idea, and you'll most likely miss and attract the attention of other opponents.

M1A1 SMG

Ammunition (default/maximum): 96/192
AP cost: 2
Caliber: 11.43
Class: Submachine gun
Fire rate: 6
Range: 100 m
Weight: 4 kg



Like the 1941, the M1A1 fires six rounds per shot, making it very deadly. It only has a 100 m range, making it slightly less useful against distant enemies. But it's highly effective at medium to close range, especially when you factor in its low AP requirement.

AXIS WEAPONS

FmW 41

Ammunition (default/maximum): 10/20
AP cost: 4
Caliber: N/A
Class: Flamethrower
Fire rate: 1 round
Range: 30 m
Weight: 21.3 kg



Like the Allied flamethrower, the FmW 41 is a devastating weapon against soldiers. It's best used against multiple enemies within close range, and will be instantly lethal to all but the most experienced opponents. Flamethrowers can also be used against vehicles.

G43 Rifle

Ammunition (default/maximum): 80/96
AP cost: 2
Caliber: 7.62
Class: Rifle
Fire rate: 1
Range: 150 m
Weight: 4.3 kg



The Axis rifle doesn't have quite the range of the Allies' M1 rifle, but it's still a very good weapon. Like the M1, it has a low AP cost, making it a deadly weapon in the hands of an experienced soldier. It allows a soldier to hit several enemies, usually lethally, in a single turn.

Karabiner 98

Ammunition (default/maximum): 20/40
AP cost: 6
Caliber: 7.62
Class: Sniper rifle
Fire rate: 1
Range: 300 m
Weight: 4 kg



The Karabiner 98 is a sniper rifle, with a 300-meter range. It has a fairly high AP cost, but it does a great deal of damage, allowing the user to get off several lethal shots in a single round. Because of its high AP cost, though, it's a good idea to carry a pistol for close-range fighting.

MG34 SMG

Ammunition (default/maximum): 200/400
AP cost: 4
Caliber: 12.7
Class: Light machine gun
Fire rate: 8
Range: 150 m
Weight: 9.5 kg



The MG34 is heavy and unwieldy, but it has a low AP cost and does a great deal of damage. Firing a light machine gun into a crowd of enemies will usually take one or two out, and the eight rounds per shot makes this a very powerful weapon if every shot hits. It's fairly inaccurate, though, and is best used against enemies at close to medium range.

MP40 SMG

Ammunition (default/maximum): 96/192
AP cost: 2
Caliber: 11.43
Class: Submachine gun
Fire rate: 6
Range: 100 m
Weight: 4 kg



The MP40 isn't as powerful as the MG34, but it's lighter and can be just as devastating at close range. More importantly, the AP cost is very low, making this a weapon you can fire numerous times and still make it to the safety of cover.

MP43 Assault Rifle

Ammunition (default/maximum): 120/240
AP cost: 4
Caliber: 12.7
Class: Assault rifle
Fire rate: 4
Range: 150 m
Weight: 9.5 kg



It's as heavy as a light machine gun and fires fewer rounds per shot, but the MP43 assault rifle is a bit more accurate, meaning that each of your shots will be more effective. A good weapon for rangers, though other classes will most likely want something lighter.

P08 Pistol

Ammunition (default/maximum): 15/30
AP cost: 2
Caliber: 11.4
Class: Pistol
Fire rate: 1
Range: 25 m
Weight: 1 kg



The Axis pistol is, like the Allied equivalent, a good secondary weapon, especially for snipers. With its low AP cost, it's a great means of attacking enemies in the immediate vicinity. It's light enough to equip without detrimental effect.

Panzerfaust 60

Ammunition (default/maximum): 5/10
AP cost: 6
Caliber: N/A
Class: Rocket launcher
Fire rate: 1
Range: 150 m
Weight: 6 kg



The Axis rocket launcher is best used against vehicles and buildings, though it can be used against groups of soldiers as well. Remember that rocket launchers are an excellent way to clear obstacles, but save your ammo if you're playing on a vehicle-heavy map.

ALLIED EQUIPMENT

AT Grenade No. 75

Ammunition (default/maximum): 2/4
AP cost: 4
Class: Anti-tank grenade
Range: 15 m
Weight: 1.25 kg



AT grenades should be standard equipment for Allied soldiers in multiplayer games. These are extremely effective against vehicles and tanks, and a direct hit can do as much damage as a bazooka. The only risk is that you must move in very close to use them. Avoid the vehicle's line of fire when approaching, and have a safe place to hide after it's thrown.

Hand Grenade

Ammunition (default/maximum): 3/6
AP cost: 4
Class: Grenade
Range: 20 m
Weight: 0.7 kg



Grenades are an excellent means of dealing with enemies hiding in trenches or behind barricades and shorter walls. The minimum AP cost is 4, but it's often a good idea to use more with grenades to make sure you hit your target. Grenades can also be effective against lighter vehicles and weaker buildings.

Medical Kit

Ammunition (default/maximum): N/A
AP cost: N/A
Weight: 5 kg



Medical kits are standard issue for medics, and cannot be equipped on any other type of soldier. They'll stop the bleeding for a wounded soldier, preventing him from bleeding to death. Medical kits are fairly heavy, but they cost no APs to use.

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SCR-536 Field Radio

AP cost: 8
Range: N/A
Weight: 3 kg



The Allied radio is provided to radio operators as a secondary weapon, but cannot be issued to other soldiers. The radio allows the operator to call in air strikes. In multiplayer games, one air strike is allowed per reinforcement period. In the single-player game, the number of available air strikes is scenario-dependent.

AXIS EQUIPMENT

Field.Fu.b2

AP cost: 8
Range: N/A
Weight: 10.5 kg



This radio is standard-issue equipment for Axis radio operators, and is not available to other soldier classes. The radio allows the operator to call in air strikes, which will decimate anything in a small target area.

Hand Grenade 24

Ammunition (default/maximum): 3/6
AP cost: 4
Class: Grenade
Range: 20 m
Weight: 0.7 kg



The Axis hand grenade is identical to the Allied counterpart in everything but appearance. It's most effective against enemies in trenches and behind barricades, and in any situation where moving in for the shot would put your soldier in danger.

Medical Kit

Ammunition (default/maximum): N/A
AP cost: N/A
Weight: 5 kg



As with the Allies, Axis medical kits are standard issue for medics. Their use and statistics are identical: they weigh 5 kg, and cost no APs to use.

Panzerwurmine

Ammunition (default/maximum): 2/4
AP cost: 4
Class: Anti-tank grenade
Range: 15 m
Weight: 1.35 kg



The Axis anti-tank grenade weighs a bit more than its Allied counterpart, but it performs the same function: taking down tanks. Use it against enemy vehicles, buildings where enemies are hiding, and, in a worst-case scenario, enemy soldiers themselves.

VEHICLES

In the single-player campaign you only have access to vehicles that you commandeer from the Axis. You won't see the actual Allied vehicles except in multiplayer games. However, the differences between the two are almost non-existent. As a rule, the Allied and Axis vehicles are identical. There are three exceptions: the Axis half-track is weaker than the Allied half-track, and the Axis team has two vehicles for which there is no Allied equivalent (the truck and the assault tank).

Armored Car

Action points: 24
Attack AP cost: 5
Armor: 366
Capacity: 1



The armored car is a lightweight combat vehicle. It does a good amount of damage to soldiers, but isn't ideal against heavier vehicles. It can't withstand much damage either: two hits from a rocket launcher will take it down easily. The armored car, like tanks, can only carry a single passenger.

Artillery

Action points: 16
Attack AP cost: 8
Armor: 123
Capacity: 1



The Axis 88mm gun and the Allied AT gun are both very effective against both vehicles and soldiers. The problem is that they are also very weak. Neither can take much damage, and a single rocket destroys either of them.

TIP

If you are using artillery or heavy machine guns, and you don't see any enemies, just fire a few rounds into the darkness, because you may hit some enemies!

Assault Tank

Action points: 24
Attack AP cost: 8
Armor: 866
Capacity: 1



The heaviest of all the tanks is an Axis-only vehicle, and there is no Allied equivalent. It can take and deal out a great deal of damage. If you're up against an assault tank, be prepared to have at least two or three soldiers prepared with AT weapons to take it out.



Half-track

Action points: 25
Attack AP cost: N/A
Armor: 366 (Allied), 266 (Axis)
Capacity: 6



The half-track is a well-armed transport vehicle, though the Axis model is slightly weaker than the Allies' half-track. The half-track can carry up to six passengers.

Heavy Machine Gun

Action points: 20
Attack AP cost: 5
Armor: 30
Capacity: 1



Though weaker than the artillery, the heavy machine guns are good defensive weapons. They won't be much use against anything but the weakest vehicles, but they can easily take down approaching foot soldiers. However, they have hardly any armor at all, and can be easily destroyed.

Heavy Tank

Action points: 24
Attack AP cost: 8
Armor: 766
Capacity: 1



For the Allies, this is as good as it gets. The Axis forces have the assault tank, but the heavy tank is still a powerful vehicle. With great armor and a devastating attack, heavy tanks are formidable mobile weapons, and can lay waste to buildings and most other vehicles quickly.

Jeep

Action points: 28
Attack AP cost: N/A
Armor: 123
Capacity: 2



The jeep can move farther than most other vehicles, and has light armor to protect its two occupants. Jeeps are best used for transporting troops to strategic locations, as long as that transporting is done through safe areas.

TIP

You can use noncombat vehicles as weapons by driving over the enemy soldiers. Beware the tanks or enemy soldiers with bazookas or grenades, however. You are a sitting duck with your car if you run out of action points.

Medium Tank

Action points: 24
Attack AP cost: 8
Armor: 666
Capacity: 1



Medium tanks are slightly weaker than heavy tanks, but they're also more common in the multiplayer game. They can withstand a fair amount of damage, but more powerful tanks can destroy them fairly quickly.

TIP

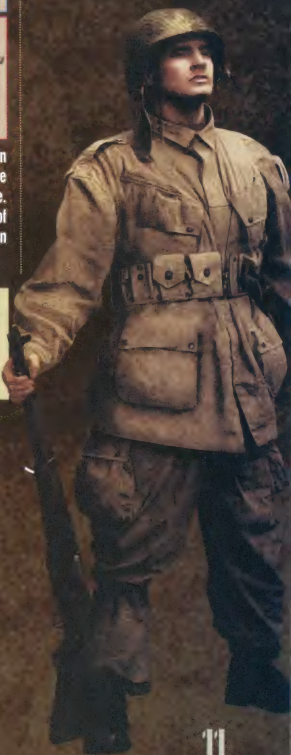
Always scout the area. Place a soldier in front of your tank. That way your tank can shoot the targets before the targets see you.

Truck

Action points: 25
Attack AP cost: N/A
Armor: 166
Capacity: 6



An Axis-only transport vehicle, the truck can carry up to six soldiers. It has slightly more armor than the jeep, but like that vehicle, it should ideally be used only to transport troops through unoccupied areas.



PANTELLERIA: ISLAND INVASION



- A** Starting location
- B** Woods
- C** Field
- D** German soldiers
- E** Water tower

NOTE Maps show the route described in the walkthrough.

Number of team members: 5

Number of air strikes: 0

Suggested squad members: 1 heavy armament specialist,
1 medic, 2 rangers, 1 sniper

Primary goal: Destroy the water tower to the north.



Your team begins in a small valley near the main road. Select either of your rangers, then move to the barricade to the east. An enemy soldier is standing on the road nearby. Take him down with a single shot. If he doesn't go down, move another soldier forward and repeat. Once you eliminate the first enemy, move all your soldiers forward to the barricades near the road. End your turn.



Select your sniper and aim at the enemy standing in the hole ahead. You may have to move a bit to get a good shot. Only move as much as is absolutely necessary—you'll want those action points for moving forward after firing. Once the second soldier is down, move your troops forward up the road, taking cover along the wall of the mountain.



Use the sniper to take out the German to the northeast. Two enemies are visible to the west, and one to the north. Move the sniper and another soldier into the ditch, then move the remaining members of your squad against the fence to the west of the road. Attack if you have action points remaining. Otherwise, go prone.



Attack the western enemies from the cover of the fence near the road. Move one of your rangers north. If the enemy there has reached the barricade, crawl up and use a grenade to take him out. Otherwise, just shoot him.

NOTE Remember to have the heavy armaments specialist use his rifle instead of his bazooka when attacking single soldiers—to switch weapons, press [7], then select "Use" from the menu.



Split two soldiers, including the sniper, away from your group and have them go through the field to the east. Have the rest of your squad move up the road and take cover near the houses. There will be a German straggling in the center of the map, if you haven't taken him out already. Get him as soon as he comes into view.



A trio of enemies is standing at the far east of the map. Move your sniper into position, and then move another soldier near him. Use the sniper to take out two, if possible. He can usually kill with one shot, so get two lethal rounds off, and then have his partner finish off the third enemy. After clearing the east side of the map, move the sniper and his associate to the houses near the center.



From the center, attack the visible enemies guarding the road to the north. There are two to the south of the water tower, which should be visible from your location. Use the sniper if he's close enough, but otherwise take shots, even if the soldiers are a bit out of ideal range. Fire at them and then go prone. When these two are taken out, move all of your soldiers slightly forward if they can reach cover.



A trio of soldiers will approach from the north. Arm your heavy armaments specialist with his bazooka, and try to take out all three. If any Germans survive the blast, have the sniper or your rangers finish them off. If the heavy armaments specialist has any action points remaining, move him forward. Don't worry about cover; all of the Germans have been eliminated.



The water tower should be visible ahead. Have the heavy armaments specialist destroy it with his bazooka. Remember, to fire at an object, press [5]. This will bring up the crosshair and allow you to fire at any target. If the bazooka is out of ammunition, throw grenades at the tower until it is destroyed.

PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

SICILY: OPERATION HUSKY



- A** Starting location
- B** Allied forces
- C** Covered barricade
- D** Guarded ridge
- E** Mortar squads

Number of team members: 6

Number of air strikes: 4

Suggested squad members: 1 medic, 2 rangers, 1 radio operator, 2 snipers

Primary goal: Secure the hill and destroy all three mortar squads in the area.

Primary Route - - - - - Secondary Route - - - - -



Don't worry about the large number of Germans to the west; your squad won't be venturing that way. Your objective targets are on the hill to the north. Move your squad east to the two barricades, and attack the nearby German. Make sure at least one of your snipers is at the barricade on the south side of the ditch.



Order your snipers to attack the German a bit farther east on the ridge. He is stationed behind a barricade, and protected by the ridge, but a sniper on the southern side of the ditch should be able to get a clear shot. Move all your soldiers to the prone position, and make sure they are securely covered behind the barricades.



There are two Germans behind a barricade to the north. Attack them with your snipers and finish them off with rangers if the snipers don't succeed. Begin moving your units along the ditch to the next barricades. You want two groups, each with a sniper and a ranger. Have one group follow the ditch to the east, and have the other group go north to the split in the path, near the covered barricade.



There are three Germans stationed to the east. Take up positions along the ditch, just south of the covered barricade. Have a sniper attack the farthest enemies, while the rangers attack the nearest enemies. If you don't eliminate them during your turn, go prone behind the barricade or in the ditch to prevent casualties, then defeat them on your next turn.



With your second trio of soldiers, begin attacking the Germans in the center of the map. One is stationed behind a barricade to the northwest, while two others are patrolling to the north. Take cover behind the nearby rocks or barricades, and continue attacking and taking cover until all the

Germans are down. Next move two units east from this group to join the others. Make sure your radio operator is in this group.



Move your lone unit, preferably a sniper, up to the northwest to take out the remaining German in the center, but do not engage the Germans on the ridge. Move the larger group north along the eastern border of the map. When you reach the barricade, move everyone behind it and take cover.



Four Germans are stationed near the path to the hill. Move your units out one by one to attack. Have snipers attack first, followed by rangers and the medic. If you don't have the action points to make it back to the barricade, take cover behind the foliage. If necessary, use an air strike to clear out the area, but make sure you have three strikes reserved for the final assault.



Move the radio operator into position at the base of the hill. At least one of the mortar squads is visible. Order a sniper or ranger to accompany him for support, but it most likely won't be necessary. Select the operator and then select his secondary weapon. Aim the air strike at the visible mortar squad, go prone, and end your turn. At the beginning of the next turn, the air strike will take out the squad.



Order your radio operator to crawl a bit farther up the path, until the second mortar squad is visible. Once again select the secondary weapon, then aim the air strike for the squad. End your turn and wait. Repeat this a third time for the final mortar squad, and the mission is complete.



PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

SICILY: ROAD TO MESSINA



- A** Starting locations
- B** Truck
- C** Trenches and
harricades
- D** Heavy machine gun

Primary Route - - - - -

Secondary Route - - - - -



Number of team members: 8

Number of air strikes: 2

Suggested squad members: 2 heavy armament specialists, 1 medic, 1 radio operator,
2 rangers, 2 snipers

Primary goal: Move your squad into defense positions and destroy the two German armored vehicles.



Your squad begins split into two groups. Three soldiers are stationed near a heavy machine gun and some barricades. The other five soldiers are standing near a half-track. Select a ranger from the former group and have him man the machine gun. Move the other two soldiers into position at the front line of barricades, immediately to the right of the machine gun.



Move the remaining five soldiers into the half-track. Drive the half-track up the road so that it is just below the barricades. You cannot get very close to the barricades, so don't try to maneuver around the obstacles. Get as close as you can, then unload all of your soldiers from the vehicle. Use their remaining action points to approach the barricades. Before ending your first turn, fire the heavy machine gun at the log of war. You'll probably hit at least one German outside your range of view.



Two or three Germans will now be visible. Attack them with the soldiers on the front line. Remember to switch primary weapons for your heavy armament specialists, saving the bazookas for the armored vehicles. If your frontline doesn't take out the visible enemies, use the snipers from the truck. If the heavy machine gun has any action points remaining, fire into the log again.



Move your other squad members into positions along the barricade behind the gun. Move at least one of your heavy armament specialists to the barricade on the west side of the gun. This will be helpful later. Once all of your men are in position, set them all to prone positions, and have them face forward for potential interrupt shots.



A large group of Germans are now visible. Have your snipers pick off those in the very back. Next, have the rangers and heavy armament specialists attack anyone in range. Finally, use the heavy machine gun to take down any survivors. Do not have the radio operator attack with the others; he needs his action points for the moment. Keep some reserve action points. When most of the Germans are down, move everyone, including the soldier on the machine gun, back to the second set of barricades.



Before ending your turn, have the radio operator call in an air strike, again north of the heavy machine gun, near the border of the visible area. The German armor will roll in on the next turn, and this will do considerable damage to the tank you're about to face, if not destroying it completely. The tank is a devastating opponent, so get rid of it as quickly as possible.



On the next turn, the chaos begins. The armored vehicles appear, but most of your squad should survive the tank's initial attack. More Germans will roll in behind the tank, making your next turn vital. You only need to destroy the

vehicles, so you want concentrate all your heaviest firepower on them.



The air strike will start your turn with a bang. Hopefully, it will completely destroy the tank. If not, have one of your heavy weapons specialists fire his bazooka at it. This should eliminate it. Use your snipers and rangers to clear out any Germans that threaten movement for your soldiers, giving them room to move if needed.



Finally, have your heavy weapons specialist fire into the side of the remaining vehicle. The side will take more damage, and two or three shots should be enough to demolish it. If not, use another soldier to throw an AT grenade its way, or use the heavy machine gun to whittle away its remaining hit points. Once the second vehicle is destroyed, the mission is complete.

S. EUROPE: SEEK AND DESTROY



- A** Starting location
- B** Heavy machine gun
- C** Artillery
- D** Target storage building

Primary Route - - - - -

Secondary Route - - - - -



Number of team members: 6

Number of air strikes: 0

Suggested squad members: 1 heavy armament specialist, 1 medic,
2 rangers, 2 snipers

Primary goal: Find the storage building and destroy the stock
of Henschel Hs 293 flying bombs.



Your squad begins hidden behind a house. There are two groups of three Germans nearby. One group is stationed to the northwest of the house, the other to the northeast. Move three of your soldiers west and attack the Germans to the north. You must likely won't get them all so, if you have enough action points, take cover behind the woodpiles and go prone.



Move your remaining soldiers to the small alley between the houses. From here, attack the three soldiers to the east. You have a slightly better view of these soldiers, so you might get them all. If not, go prone behind the barricades to the north, or move back into the alley out of view. Use your next turn to take out any remaining Germans from both groups.



More Germans will be visible. Order your sniper to fire on anyone within firing range, and begin moving all your soldiers behind the barricades north of the house. The Germans take cover behind barricades and trenches, so stay in this position until you eliminate them all, clearing the path through the trench running to the north.



Move through the trench to the circle of northern barricades. If any Germans remain, take them out from here. Move all of your soldiers to the barricades before proceeding, then move everyone into the trench leading north. Stay prone as you move through this trench.

CAUTION

Use snipers to take out distant Germans. Machine gun fire may alert Germans near the airfield, which makes forward progress extremely difficult.



Continue through the trench to the northeast, again staying prone. Do not attack the Germans nearby. Continue through the trench until you reach the end, near the barricade to the east. Begin moving your soldiers to the barricade, keeping your sniper and

most experienced soldiers near the front. Do not attack yet. Stay prone, and select one inexperienced soldier to begin trekking east toward the 88mm gun.



When you have control of the 88mm gun, turn and aim at the mounted German gun to the north of the shed, in the map's center. Once the mounted gun is down, fire at the shed to eliminate the Germans inside. Begin moving your men into position at the barricades.



Use your most experienced soldiers and both of your snipers to fire at the Germans in the trenches. Eliminate them all in this round. If any survive, take up prone defensive positions at the barricade. The enemy will have trouble hitting you from the distant trenches and, with the mounted gun eliminated, the threat is minimal.



With the trenches clear, move your soldiers toward the storage buildings. A few stray Germans become visible, so keep action points ready to fire at them. You can use the 88mm gun to take down the storage buildings on the east, but neither of these is your target building.



There are two storage buildings to the west. Have your heavy armament specialist, accompanied by your snipers, head toward them. Take out the two Germans near the buildings, then ready the bazooka. Approach the storage buildings and fire the bazooka at the building on the right: this is the storage building. The Henschel Hs 293s have been destroyed.

PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

S. EUROPE: MONASTERY



- A** Starting location
- B** Trucks
- C** Roadblock
- D** Artillery
- E** Command post
- F** Monastery ruins

Primary Route - - - - -

Secondary Route - - - - -

Number of team members: 5

Number of air strikes: 1

Suggested squad members: 1 heavy artillery specialist, 1 medic,
1 sniper, 1 radio operator, 1 ranger

Primary goal: Locate and destroy the artillery command
post at the foot of the monastery ruins.





The monastery in question is situated in the northeast corner of the map, but the road leading to it winds through the center. Move one of your soldiers west a short distance, until the German standing near the truck is in view. Attack him. Three more Germans are visible to the north. Move the remainder of your squad up to the house near these Germans. Do not attack until you have a full turn in which to do so.



Move your squad members to the sides of the house and attack the trio of Germans. If they've been alerted to your presence, they may take cover in the house. If so, enter the building to finish them off. Move your squad down the road to the west. There's one more German near a second truck, take him down, and continue to the wall near the first bend in the road.



Two Germans are guarding the bend. Take your time moving into range and attacking them. You want to use your best marksmen, ideally your sniper, to take them out. Machine guns should not be used, because you don't want to alert the Germans on the hill. If you can't take the hill by surprise, getting to the command post is more difficult.



The first section of road is now clear. Move all your soldiers to either of the trucks and drive up the road, past the first bend. Stop the truck just below the roadblock, which is visible on the ridge above. Remove your squad from the truck and move into position near the rocks below the roadblock.



Attack the Germans here, using marksmen for those in firing range. Kill the German near the barrels by lobbing a grenade up onto the ridge. It may require two grenades to hit him, so have two soldiers nearby to do the job. This assault on the roadblock attracts an armored car; don't end your turn until all your soldiers are safely hiding behind the rocks.



Select two of your soldiers carrying AT grenades, then make your way within range of the armored car. Keep these soldiers on the level below the car so that it can't hit them. Lob two AT grenades to take it down. If you can't hit it with grenades, use your heavy armament specialist to hit it with a bazooka. As two soldiers deal with the car, have two marksmen take down the two Germans patrolling to the east.



Move all of your soldiers into the small strip of terrain between the center and northern section of the road. Again, take cover behind the rocks and the barricades in the road. There is a large squad of Germans guarding the 88mm artillery guns, and so this firefight requires extreme caution. If you have action points after moving, use your snipers to attack anyone within range.

End the turn when all your soldiers are covered and prone.



When attacking the Germans near the artillery, do not leave the cover of the rocks unless you're absolutely sure it is safe. There are some good shots among them, and opportunity fire will most likely be lethal. Stay out of their opportunity zones, and hit them from both the road and the rocks. Take out the closer Germans first, leaving the farther enemies for the next turn. If you have any trouble, use your air strike to clear out the area.



After the soldiers near the 88mm guns have been eliminated, send two soldiers to commandeer the artillery. Train the guns on the northeastern command post. There are three guards at the post, and all three must be killed. Fire at them with the 88mm guns until you defeat them, or call in an air strike if you haven't used it previously. Once the guards are gone, you've completed the mission.

ALPS: DUCE'S GOLD



- A** Starting location
- B** Trucks
- C** Artillery
- D** Guard post
- E** Gold transport trucks

Primary Route - - - - -
Secondary Route - - - - -

Number of team members: 5

Number of air strikes: 0

Suggested squad members: 1 heavy armament specialist, 1 medic,
1 ranger, 2 snipers

Primary goal: Locate the trucks used for transporting Mussolini's gold stash
and eliminate the Germans guarding them.





Your squad begins in a plaza near the Garda Lake. Three Germans are visible immediately to the north, near a pair of trucks. Walk one of your soldiers up to the barricade and attack the two Germans south of the trucks. The German to the north can not be hit from your current position. Select your heavy armament specialist and send him into the house near the trucks. Send the rest of your squad to the barricades to the west.



The third German enters one of the trucks. Select your heavy armament specialist, exit the house through the north door, and destroy the truck. If the German hasn't entered the truck, attack him with a rifle. More Germans are visible to the west of the plaza. Have one sniper take out any enemies in range, while two more soldiers go into the house on the south side of the plaza.



Move your soldiers through the house to the south door. Exit the house and immediately attack the two nearby Germans. More enemies have moved into range of the plaza, so take out anyone in view. There are several Germans to the north, but they aren't in attack range. Move all your soldiers back to the plaza before proceeding.



Begin moving northwest through the town. Use the houses as cover and take out the patrolling Germans as they come into range. Continue moving north through the streets. You'll see a group of four Germans behind a northern building. Move toward them, ending each turn with your soldiers safely behind the cover of buildings or barricades.



As the Germans move out from behind the building, pick them off from the street with your best marksman. As you move toward the building, two more Germans come into view, patrolling the road to the west. Take them down with snipers. Continue moving toward the northern building, securing the squad in covered positions before ending each turn.



Send two soldiers through the building to take out any Germans remaining behind it. The town is now clear. The trucks in question are north of the town, so your squad still has some work to do. Send your ranger to the 88mm gun, situated near the lake. Begin moving the rest of your squad north along the road.



At the end of the road is a gate, guarded by a solitary German. Attack him with a sniper or the 88mm gun. Be careful when firing the artillery; you don't want to hit the soldiers north of the gate, or they will pour out and overwhelm your squad. Once the guard is eliminated, move everyone north to the gate, but do not proceed through.



The trucks are located just to the north of the gate. They are heavily guarded. Move your soldiers out one by one to attack any visible guards, and then use the 88mm gun to attack any Germans remaining in range. Some of the Germans take cover behind the trucks, so move in on your next turn.



Move your team through the gate and up to the barricade near the truck, finishing off any Germans in range. Arm one member of your squad with grenades, and approach the trucks. Lob the grenades over the trucks at any Germans taking cover there. Once the last of the truck guards is down, the gold is yours.

ALPS: ESCAPE



- A** Starting location
- B** Dam
- C** Half-track
- D** German-occupied trenches
- E** Rock formations
- F** German army
- G** Allied forces
- H** Target destination

Primary Route - - - - -
Secondary Route - - - - -

Number of team members: 5

Number of air strikes: 0

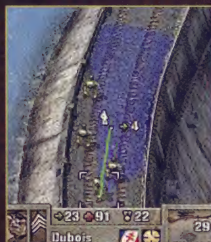
Suggested squad members: 1 heavy armament specialist, 1 medic, 1 ranger, 2 snipers

Primary goal: Find your way to the Italian resistance-controlled airbase in the mountains and escape with the gold.





You begin at the base of the mountain, near a barricade and a dam, acting as a bridge across the lake. A group of Germans is in sight, moving south along the dam. Immediately move one of your snipers near the barricades and take out the Germans. If he can't get them all, use your second sniper to finish them off. Move your squad toward the bridge.



Begin moving cautiously across the dam. The far side is occupied by a fairly large group of Germans, who come into view one at a time as your squad moves north. The first German you see will be near a half-track, so take him down with a sniper as soon as he's visible. This will alert a nearby German, who will approach the dam on the enemy's turn. Be sure your squad is prone when he approaches to avoid casualties.



Continue moving north, taking out the Germans as they come into view. They will not be easy to hit. There is plenty of natural cover on the opposite side, and they will hide behind boulders and trees when needed. The Germans also have a trench on their side, giving those within it additional cover. Your first priority is to get across the dam to the barricade on the far side, but take out anyone you can along the way.



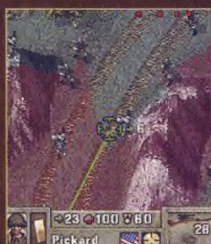
After your squad reaches the far side of the dam, fire at any Germans in view. Remember that the bazooka can easily eliminate cover objects, so fire it at any boulders that are preventing your men from aiming.

CAUTION

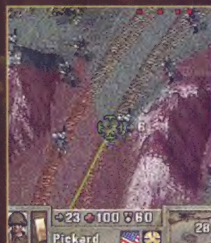
Do not move north of the half-track before the dam area is clear. An army of Germans is ahead, and you don't want to attract their attention.



Move east to make sure you've taken out all the Germans in the area. The next section is fairly difficult, and you don't want any enemies sneaking up on you and making it more difficult. Leave the half-track for now. You'll use it shortly but, for now, begin assembling your men near the large rock formations near the road leading north.



Go prone near the rocks, making sure you are securely covered. Have three men on each side, then have your squad begin firing at the Germans ahead. Take out the closest Germans with your medic, ranger, and heavy armament specialist (using his rifle), then hit the farther Germans with the snipers.



A large group of Germans is heading your way. Move out from the rocks and pick them off. Be sure to stay out of their opportunity fire areas, and leave enough action points to return to cover after each attack. Take out as many as you can, but don't leave any of your men vulnerable.



Another wave of Germans approaches. The allied forces to the northeast will assist in attacking the Germans within their range. They'll also distract the Germans, many of whom will be concentrating their fire on the computer-controlled allies. Once the approaching Germans are eliminated, snipe at those farther north. Keep attacking until the entire area is clear.



Once the northern area is clear, load your men into the half-track. Drive up the road, then turn right in the clearing. Run down any surviving Germans with the half-track. Continue driving toward the Allied forces. Once you reach them, you've successfully escaped with Mussolini's gold.

OVERLORD: SECURE THE LANDING



- A** Starting location
- B** Mounted guns
- C** German patrol
- D** Coastal artillery

Primary Route - - - - -

Secondary Route - - - - -



Number of team members: 8

Number of air strikes: 1

Suggested squad members: 2 heavy armament specialists, 1 medic,
2 rangers, 1 radio operator, 2 snipers

Primary goal: Locate and destroy the coastal artillery, situated
between the Omaha and Utah landing beaches.



This heavily-occupied area presents you with a challenge. Germans are everywhere, and the final area is extremely well-guarded. Luckily, you don't need to engage these guards. You can split your large squad into two groups and more quickly clear the opening area, but it's better to keep them together and have backup fire.



Move one of your more experienced soldiers a tad west, and immediately take out the two Germans on the road. You see three more Germans to the northwest, patrolling the road. Use any remaining action points to fire at them, then use a sniper to finish them. Move your remaining soldiers behind the house to the west.



Your attack attracts the attention of three more Germans to the northwest. One of these takes control of a mounted gun. These soldiers are well-covered and difficult to attack without making your men vulnerable. Use one of your heavy armament specialists to take out the barricade and the gun. Use your snipers to attack the other two, who are easier to hit without the barricade.



More Germans approach. Take cover behind the walls and houses and attack them. The many objects make it difficult to get a bead on an enemy, even when he is close. Therefore, safety should be your first priority. Make sure all your team members are covered when you end a turn, and make sure they are facing any enemies in sight for potential attacks.



Turn your attention to the main road, leading up to the eastern artillery location. Move your squad into position to attack targets on the road. Have your snipers and heavy armament specialists lead the way. The road is guarded by another mounted gun and several foot soldiers. Use a few bazooka blasts to take down the gun, and have your snipers attack the nearby soldiers.



As you move forward, another group of Germans enter the town from the north. Stay defensive until you can eliminate them, then move north up the road. A group of three Germans is patrolling the area just south of the artillery. Move your men into the road and eliminate the trio before they have a chance to seek cover.



The artillery itself is well-guarded. You don't need to engage these enemies; get the artillery in view, and then call in an air strike. However, if you want the experience, it is possible to clear the compound. Situate your squad to the east of the road, and begin firing at anyone in sight. The Germans will begin moving toward the gunline, allowing you to pick them off as they come into range.



Clearing the compound is difficult. It is a well-defended area, with plenty of barricades and trenches. This situation forces you to approach, and gives the enemy many chances to attack as you do. Keep cover, and use bazooka shots and grenades liberally. Do not, however, use the air strike. You need it for the final attack.



When the compound is clear, or when you decide the risk isn't worth the experience, move one of your soldiers forward so that the artillery is visible. Select your radio operator, and make the radio his active weapon. Call in an air strike on the artillery, take cover, and wait for your next turn. The air strike destroys the gun, and the mission is a success.

PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

OVERLORD: SNEAK THROUGH



- A** Starting location
- B** Yard
- C** Plaza
- D** French Resistance
safe house

Primary Route - - - - -

Secondary Route - - - - -

Number of team members: 8

Number of air strikes: 0

Suggested squad members: 2 heavy armament specialists, 1 medic,
2 snipers, 3 rangers

Primary goal: Sneak past the German forces and find the safe house
of the French Resistance.





The mission briefing informs you to avoid contact with the enemy. Do this whenever possible, but sometimes combat is unavoidable. The outer map edges are filled with enemies, and keeping these Germans unaware of your presence is critical.



Move all of your soldiers to the wall west of your starting point. Two Germans are visible to the west. Watch their behavior. Make your next move when they are both facing away from your group, and then move toward the building ahead. Move everyone to the east side of this building.



Continue watching the soldiers to the west. Again, only move when there's no chance of them seeing you. Move everyone into the house directly across the road.

NOTE If they spot you, immediately kill the soldier who saw you and any other soldiers near him. Use a sniper if possible; stray machine gun bullets will alert the large groups of soldiers on the border of the map.



Avoid the large plaza to the north of your current position. Go to the house to the west is a house. Check the positions of the two soldiers to the south. When they turn away, move your soldiers out the northern door of your current building, and across the road into the house.



Your next target location is a building to the northwest, next to an alley. Stay wary of the soldiers to the south. When the path is clear, move everyone to the next building. Go prone in this building, and stay away from the windows.



A pair of soldiers occasionally patrols the northern road, so watch for them as you wait to make your next move. These are good candidates for combat if they are passing by. They have a fairly lengthy patrol route, so you may not encounter them at all. If you do, have a sniper take them both down, but make sure there are no other Germans in the area. If there are, wait until the duo's route takes them far away from you.



There are two buildings next to each other across the western road. Move your soldiers into the northernmost of these two. When you can move again, move into the building north of you. Go prone to avoid being seen through the windows. The patrolling duo can cause you problems in this building, so if you haven't taken them out, and they are nearby, do so now.



Move everyone to the next building is across the road, go prone, and wait for your next turn. Select both of your snipers and move up to the house to the north, near the road. Use the building as cover. Two Germans are patrolling this road, and you need to kill them both. Do not attack them unless you have enough action points to get them both. When the road is clear, move your squad into the house. The French Resistance safe house is



across the road, past the trenches and behind the barricades. Wait until the road is entirely free of patrols, then move your men across the road, taking cover behind the wall. On your next turn, move one of your soldiers into the safe house to meet your contact.

OVERLORD: KNOCK OUT



- A** Starting location
- B** Wooden bunker
- C** Wall
- D** Mounted guns
- E** Armored car
- F** Command post bunker

Primary Route - - - - -

Secondary Route - - - - -



Number of team members: 8

Number of air strikes: 0

Suggested squad members: 2 heavy armament specialists, 1 medic, 2 snipers, 3 rangers

Primary goal: Attack the German command-post bunker, and kill the high-ranking officer inside.



On this dangerous and difficult mission, the map is overrun with German forces, and there's no way around them. The Germans also have a maze of trenches at their disposal, making easy shots hard to come by. Proceed carefully. First, send a soldier west to take out the two Germans in the trenches. Take cover behind the wall. Send a heavy armament specialist west and fire the bazooka at the wooden bunker to kill the German inside.



Select your second heavy armament specialist and fire the bazooka at the wall to the east to destroy it. Move him and your snipers to a safe position north of the newly demolished wall. Don't let your turn until everyone is prone and covered. Move your snipers into position to fire into the eastern trenches. Take out everyone in range, then return to cover.

Move your heavy armament specialist to the eastern bunker. Have him take cover against the wall of the bunker, but do not attack until the beginning of your next turn. When he has all of his action points, move a bit north and fire his bazooka the barricade in front of the mounted gun. When the barricade



is demolished, fire at the gun itself. Move back to the bunker. Move your snipers in to take out Germans who have moved into range.



Select a ranger and send him to the armored car. Begin driving northeast along the road, firing at any Germans still occupying the trenches. Continue up to the ridge formerly occupied by the mounted gun. Attack the German in the trench nearby, then drive west. The armored car can take damage, but you still want to keep it intact. Having the car in your possession will make getting through the northern section of the map easier.



Use the car to take out any remaining Germans on the map's southern half. One German is secure in a bunker to the starting point's northeast. Have one of your soldiers go prone and crawl over to the bunker. Stand up outside the opening and fire at the German inside, or go through the door on the northern side. Do not get into line of fire while approaching. After eliminating the German in the bunker, move all of your soldiers north, taking cover behind the barricades and in the trenches.



Drive the armored car toward the northern trenches. Attack all of the Germans in range, but don't waste shots on the mounted gun near the officer's bunker. Move one of your heavy armament specialists into range, and fire the bazooka at the barricade in front of the gun. When the barricade is destroyed, fire the bazooka at the gun. Move the heavy armament specialist to cover.



Now begin sweeping the map. The positioning of the barricades and the trenches makes the Germans difficult to hit. Use the northwestern bunker, as well as the barricade just south of it, for cover. Move your men out from

secure positions to take any available shots, but always return to cover. Use the car to get most of the Germans, especially those clustered near the officer's bunker.



Continue moving the car north, and attack the two mounted guns. Concentrate primarily on the gun north of the officer's bunker. Use a bazooka shot to take the gun out if the path is safe. Remember: You can use the armored car for cover if necessary. Once the guns are down and the majority of the Germans have been eliminated, begin moving one of your rangers toward the bunker entrance.



The officer is well fortified, with two walls preventing any direct shots from the outside. Approach him cautiously: Walking through his line of sight to attack means instant death. If you cannot approach safely, move another soldier around the back to attack from the rear. The officer cannot split his attention, so flanking him allows one of these soldiers to move into position and fire. When the officer is eliminated, the mission ends.

REMAGEN: BRIDGE HUNT



- A** Starting location
- B** Plaza
- C** Train cars
- D** Yard
- E** Occupied building
- F** Mounted gun
- G** Bridge
- H** Barricades
- I** Occupied trenches

- Primary Route - - - - -
- Secondary Route - - - - -

Number of team members: 8

Number of air strikes: 2

Suggested squad members: 2 heavy armament specialists, 1 medic, 1 radio operator, 2 snipers, 2 rangers

Primary goal: Advance to the bridge and eliminate all the German forces on the opposite side of the river.



Although the river's south side is heavily guarded, you should be able to eliminate most of the resident Germans in a single turn or two. Those that remain, however, will be difficult. Begin by moving two of your soldiers to the barrier to the west. Throw a grenade at the fountain to clear it, then attack everyone in the plaza. If you have action points left, attack the two soldiers in the yard west of the plaza.



Begin moving the rest of your soldiers around to the house's northeast corner near the starting point. Attack the two Germans patrolling due north. Kill the German near the heavy machine gun next; otherwise, he takes control of the gun and makes things difficult for you. Finally, attack the two Germans to the plaza's west if you haven't taken them out yet.



Three Germans stationed to the east are visible through the train cars. Move a few of your soldiers between the cars and eliminate them all before they spot you. Return to the soldiers near the plaza. Move them both to the barricade in the road to the northwest, then go prone. Move your remaining soldiers up to the barricade in this area's northeast corner.



Now you must clear out the northern building. There will be at least one German occupying the building. If you aim right, you can hit him from the barricade in the road. If you can't get a shot, sneak up to the window. Attacking through windows is easiest if you approach from both sides—the enemy will need to choose a soldier on whom to focus his opportunistic attack, and then your second soldier can sneak up to the window or into the door to finish him off.

Two more Germans are still near the house, so send someone around back to finish them off. This can be done to the east of the occupied building, or by going through the buildings south of the heavy machine gun guarding the bridge. This machine gun is your next target. Move one of your heavy armament specialists



through the buildings and stop behind the train car. Give him at least two escorts, and have some other soldiers enter the yard south of the gun. Use the bazooka to destroy the barricade and the gun.



After the gun is destroyed, fight the four Germans guarding it. Attack from both the train yard and the yard to the south of the gun; a two-pronged assault prevents you from being pinned down, and allows you to take out all the enemies in a single turn. There are two more Germans in the town, but they don't pose a threat. If you want to eliminate everyone, you can find them both in buildings (one to the west and one to the east) in the woods.



Move all of your men to the bridge's south side. The trip across is treacherous, so

move slowly and cautiously. Stay prone for most of your trip across to the north side, and stop as soon as you sight the enemy. The most dangerous area is north of the bridge, where two heavily guarded barricades have been set up.



To deal with the barricades, select your radio operator and then select his secondary weapon. Call in an air strike on the first barricade as soon as it is visible. There are two areas that are ideal for your second air strike. Either the second barrier or, even better, the trenches to the river's north. Though the second barricade is more heavily occupied, the Germans in the trenches make progress along the bridge difficult if they snipe at you.



If the second barricade is intact, select a heavy armament specialist and fire a bazooka at it as soon as you are in range. Use your snipers to clear out anyone else directly in your line of sight. Move carefully to the bridge's north side and take cover. Use caution when attacking the last few enemies hiding in the trenches to the northeast. When they are all eliminated, the bridge has been captured.

REMAGEN: DEFEND THE BRIDGE



NOTE

No routes are shown because units will immediately move to the barricades.

- A** Reinforced barricades
- B** Field
- C** Northwest road
- D** Southwest road
- E** Tank attack points

Number of team members: 8

Number of air strikes: 2

Suggested squad members: 2 heavy armament specialists, 1 medic,
1 radio operator, 2 snipers, 2 rangers

Primary goal: German troops are approaching the bridge in order to regain control. Hold them off until reinforcements arrive.



Before starting the mission, arm both of your rangers with bazookas in addition to their standard primary weapon. It costs you some action points in the field, but it pays off near the end of the mission. Also, equip everyone with a few AT grenades. When your team is equipped and ready, start the mission.



There are three reinforced barricades near the mission area's center (see map). Move your men to these, with the majority moving to the barricade in the southwest. Make sure your snipers are at the southwest barricade. At least one heavy armament specialist should be at the center location. You only need a single ranger at the northeast barricade. This arrangement gives you a good line of sight to the north field and to the roads to the northwest and southwest.



Attack any Germans you can see, then end your turn. A few more Germans trickle into your line of sight. Try to get them all—the next wave will be larger, and you don't want stragglers making your job more difficult. The fences in the map's center may cause aiming problems. Use bazookas to destroy them if necessary. Go prone when there are no more Germans in your line of sight.



On your third turn, Germans pour in from all sides. It seems overwhelming, but be patient. Your men are relatively safe behind the barricades, and as long as you go prone at the end of your turn, your squad should be free from attacks for the time being. Attack everyone you can, using bazookas to clear obstacles and hit clustered groups of Germans. Only use bazookas if absolutely necessary—you'll need them shortly.

Pay close attention to the southwest road. The Germans entering from this point have better cover from your fire, and can sneak up close if you don't take them out quickly. Have one of your snipers concentrate his fire on this area, and save some action points to give him opportunity fire at your



turn's end. Make sure he is facing this direction when he goes prone.



More Germans stream in. Continue attacking those in range, and have your northwestern soldiers attack any Germans coming in along the eastern ridge. If these soldiers make it to the buildings, they will be more difficult to take down later. There will still be plenty of Germans in the field after your next turn, but they will move into attack position. Go prone when you've depleted your squad's action points.



Here comes the difficult part. Hopefully, you haven't used your air strikes. Three tanks are headed your way: two near the northwest road and one on the southwest road. Select your radio operator and order air strikes

just ahead of two of them—hit the southwest tank, then hit either of the two to the north. The tanks will get to move before the air strike hits, so "lead" them a bit by calling in the strike a bit ahead of the tanks' current positions.

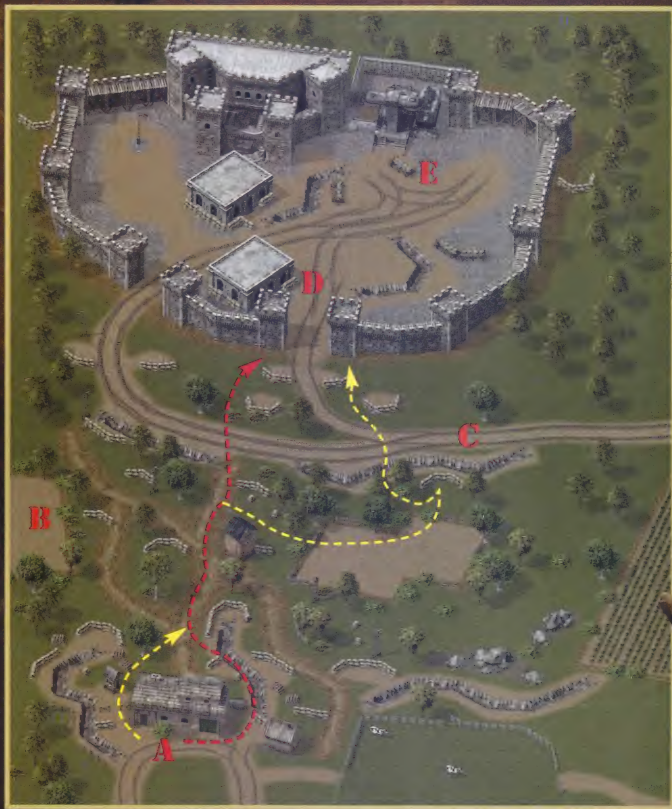


The air strikes should take out two of the tanks, but even if they aren't destroyed, you should be in decent shape. Select your soldiers carrying bazookas and lay into the tanks. If the southwest tank is intact, move soldiers from that area toward it, avoiding its line of fire, and throw AT grenades at its hull. Once the tanks are destroyed, check the barricades. If the tanks' attacks damaged them, move the vulnerable soldiers to safety.



With the threat of the tanks eliminated, finish off any foot soldiers remaining on the map. If they've managed to take refuge in buildings, take your time until you have a clean shot. You must clear the map entirely of enemy forces, so pay close attention, but be cautious so as not to have casualties this late in the mission. When the last German falls, the bridge is secure.

HARZ: STURMPANZER



- A** Starting location
- B** Clearing
- C** German patrol
- D** Large German force
- E** Assault tank

Primary Route - - - - -
Secondary Route - - - - -



Number of team members: 7

Number of air strikes: 0

Suggested squad members: 2 heavy armament specialists, 1 medic,
2 snipers, 2 rangers

Primary goal: Fight your way through the town to the cable car transport to
infiltrate the secret nuclear weapons lab.



Move soldiers to positions on either side of the building near the starting point. There is a wall on the left that can be used as cover, and a barricade on the right. From these two positions, take out as many of the visible enemies as possible. There are natural obstructions, so you won't be able to hit them all without making your soldiers vulnerable. It's better to hit those you can from safe positions, and then go prone.



The remaining Germans approach your position, and another few move in from the northeast. Stay near the building and take them out as they approach. Use grenades to destroy obstacles if necessary, but save the bazookas for later. Begin moving your entire squad north.



There are four Germans stationed in a clearing to the northwest. Take cover at the barricades north of the starting point and use your snipers to take them out. Move cautiously north. Have your stronger forces lead the way—the trenches ahead are occupied, and you don't want them taking you unawares.



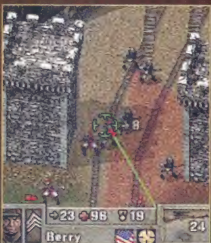
Four Germans patrol the trench area. Get your better marksmen into position and take them out. The best locations are the two barricades south of the trench, but depending on the patrol's position, you may encounter them before you reach these. When the patrol is eliminated, move everyone up to these two barricades.



The next battle will seem difficult, but it's quick if you're ready for it. The cable car transport building is heavily occupied, so make sure everyone is at the barricades. Before attacking the Germans inside the building, kill any enemies outside the building. Then move to cover and get ready.



Fire a shot through the building's opening. The Germans begin streaming out. There are many of them, and they're blocked by barricades, making it somewhat difficult to hit them. Use bazookas to clear the barricades if necessary. You need the bazookas for the final portion of the mission, so don't waste ammunition.



More Germans emerge from the building. Keep fighting until you take them all out. After defeating the second wave, remain in place until your next turn. Once you have all your action points, move everyone across the trenches and take cover against the walls on either side of the gate. Don't leave anyone in front of the gate.



There's an assault tank stationed inside. Take it out before it makes its way to the gate and attacks you. Select one of your heavy armament specialists and move him into opening. Fire the bazooka at the tank as many times as you can, but keep enough action points to move back to cover. Repeat with any soldiers carrying bazookas, then end your turn when everyone is safely out of the opening.



The tank rolls closer. Repeat the process, staying out of its line of fire. Keep firing the bazookas and, if the tank is close enough, send some soldiers in with AT grenades. You should be able to destroy it during the second round of attacks, so you can be less cautious about returning to cover. Use all of your action points to destroy it. When the assault tank is destroyed, you complete the mission.

PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

HARZ: RESEARCH CENTRE



- A** Starting location
- B** Artillery
- C** Research center entrances
- D** Nuclear bomb prototype

Primary Route - - - - -

Secondary Route - - - - -

Number of team members: 6

Number of air strikes: 0

Suggested squad members: 1 heavy armament specialist, 1 medic,
2 snipers, 2 rangers

Primary goal: Infiltrate the research center and eliminate all personnel.
Locate and destroy the nuclear bomb prototype.

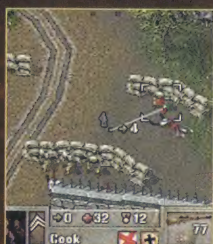




Your squad begins the mission in a vulnerable area. Though two large walls prevent the majority of Germans from being able to shoot in, there are numerous enemies nearby and nowhere to take cover. You must attempt to take out everyone in sight during your first turn. Have the less experienced soldiers take out the two soldiers on the west side, as well as the soldier outside the eastern gate.



Use your more experienced soldiers, including snipers, to clear out the east side. Move forward and take out the two Germans behind the barricades directly north of the wall. Next, snipe the Germans stationed on the ridge, just at the edge of your line of sight to the northeast. If there are any soldiers in the nearby trenches, use grenades to kill them.



Move to the first set of barricades, take cover, and finish off any soldiers in the trenches. Continue moving north. You will see enemy activity ahead. There are three soldiers guarding an artillery gun. It is active, so be very careful. Don't worry about the soldiers at this point; they're very difficult to hit at the moment.



You need to move one of your heavy armament specialists into position to hit the artillery, and you don't want to miss. If you alert it to your presence, it will easily take out several of your men. There's a position west of the main road where he has a clean shot. Destroy the artillery.



Move the heavy armament specialist into the trench to the north, then begin moving your other soldiers toward the barricades to the northeast. Another artillery gun is situated ahead. This one is more difficult to hit. A tree blocks any straight shot from the barricade, so you need to move your second heavy armament specialist to the west in order to hit it. Make sure you get it with the first shot or you'll suffer casualties.



The next order of business is dealing with the Germans stationed around the artillery. They're well barricaded, making it difficult to aim. Luckily, this means they can't hit you, either. Move the eastern heavy armament specialist up the trench to demolish the barricades nearby, while the western one takes out those near him. Take your time, and destroy the barricades one by one. As you do, use your snipers to take out the soldiers hiding behind them.

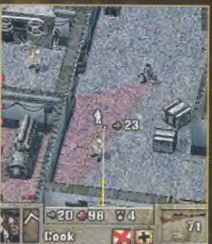


Soldiers begin coming out of the research center's doors. Stay put, and snipe at them as they approach. These soldiers are easier to hit than those guarding the artillery, as they will be running into open areas. Keep still and

attack everyone who comes into view. When the soldiers stop coming, move to the entrance on the east side of the compound.



Inside the compound, you will find numerous scientists. Though the mission briefing says you need to kill all the research center personnel, you only need to kill enemy soldiers. Your men will take out some of the scientists with opportunity fire, but you don't have to attack them to complete the mission.



You will encounter more soldiers in the research center, but they are easily disposed of. The halls are short, and you can move in and attack in a single round. When all the soldiers are dead, move into the room in the northeast corner. The nuclear bomb prototype is stored here. Throw a grenade or fire a bazooka at it, and it will be demolished. With the prototype destroyed, you've completed both the mission and the single-player campaign.

PATHWAY TO GLORY™



PRIMA OFFICIAL GAME GUIDE

SICILY: PRIMASOLE BRIDGE



- A** Axis starting point
- B** Allied starting point
- C** Medium tank
- D** Heavy tank
- E** Half-track
- F** Artillery
- G** Heavy machine gun

Number of Axis rally points: 3
Number of Allied rally points: 1
Reserve interval: 4 turns

-  Axis rally point
-  Allied rally point





The Allies have a slight advantage at the beginning, even though they only control one rally point. The Axis has three rally points, but two are fairly far from the starting position, and there's only a half-track within easy reach. The Axis team should keep some soldiers at the base to protect the rally point. They should also use the half-track to move quickly across the bridge to the east. By doing this, they reach the heavy tanks in the northeast corner and the nearby artillery, which will help defend the eastern road from approaching Allied forces.



The Allied forces start out stronger, and if they act fast they can maintain the advantage. They begin with a medium tank within easy reach of the starting point, and another to the southeast. The Axis team will likely be scrambling to reach the northeast, so Allies can attempt to head them off and, hopefully, grab the heavy tanks for themselves. Otherwise they can storm the Axis base, which will likely be defended by a skeleton crew. Either way, the Allies can grab any of the three Axis rally points early without fearing opposition.



Every rally point on this map is protected from nearby heavy machine guns. These won't be much use once tanks get involved, but they can be a great help against soldiers.



The Axis team starts in the northwest corner, but its strongest weapons, including two heavy tanks, are in the northeast corner. Both teams will likely make a beeline for these tanks early on.



In addition to the tanks, the northeast is protected by artillery. This helps prevent opposing forces from moving in and protects the southern rally point.



The Allied base and rally point are well defended, with two heavy machine guns strategically stationed near the front. The Allied team should keep these operational while out conquering Axis territory.



The Allies have two medium tanks at their disposal right from the outset. These can be used for an early attack on Axis rally points, while other Allied troops use the half-track to reach the coveted heavy tanks.



The Axis rally point to the east is a good early target for the Allied team. It will likely be undefended at first, though the artillery on the ridge may cause problems for any troops left defending it.



SICILY: GERBINI AERODROME



- A** Axis starting point
- B** Allied starting point
- C** Artillery
- D** Heavy machine gun
- E** Medium tank
- F** Jeep



Axis rally point



Allied rally point

Number of Axis rally points: 2
Number of Allied rally points: 2
Reserve interval: 4 turns



The teams' setups are nearly identical on this map. Both begin with equivalent vehicles and weapons, and each has two rally points with similar defenses. Either team can take a defensive or an aggressive stance, but keeping a close eye on your enemy's actions is the most important strategy.

The center road is potentially the most dangerous place on the map, since it is guarded at either end by artillery. Tanks attempting to traverse this road end up as burned-out roadblocks. Attacking from the north or south is a safer approach, unless you can get in close enough to take out the artillery early. If you do take out the enemy's artillery, the road provides good cover with trenches running along either side.



Each team starts with easy access to powerful weapons. A rally flag is already in each team's possession, next to the starting points. Also near the starting points are artillery guns and medium tanks.



The map is relatively small, making the rally points easily defended and accessed within a turn or two from nearly any point on the map.



In the early game, the road running through the center of the map is a deathtrap. Each team's artillery gun is perfectly situated to hit anything on the road, making it dangerous for vehicles and soldiers alike.



Each team also begins with a second medium tank near its second rally point. These can be used to begin traveling the safer routes to the bases' north and south.



A primary goal for either team is removing the artillery from the enemy's base. The Axis team has the 88mm gun at the central road's west end.



The Allies have the AT gun at the road's east side. Losing your artillery makes it easier for the enemy to storm your base from any direction, so keep it active and defended.



PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

SICILY: TOWN OF ADRANO



- A** Axis starting point
- B** Allied starting point
- C** Armored car
- D** Half-track
- E** Heavy machine gun
- F** Artillery
- G** Medium tank
- H** Jeep



Axis rally point



Allied rally point

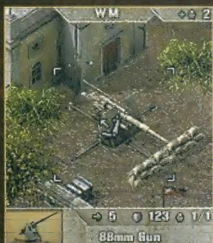
Number of Axis rally points: 1
Number of Allied rally points: 3
Reserve interval: 4 turns



The Axis forces start off with fewer rally points, but with stronger vehicles and defensive weapons. An Allied rally point is close to the starting point, making for an easy grab on the first turn. The Axis team has medium tanks and jeeps at its disposal, and the rally point in its base is easily defended with the nearby artillery. Defend the southwestern bridge with the nearby heavy machine gun. Axis forces should go on the offensive as quickly as possible, using the heavy tanks to take out the enemy before it can dig in and defend its rally points.



Allied forces should be prepared for taking out tanks by means of radio operators, heavy armament specialists, and plenty of AT grenades. Use these units to take out the Axis tanks, and get the radio operator in to take out the artillery as quickly as possible. Use other units to defend the rally points. Buildings surround the southern rally point, but the center rally point proves more difficult, as it is out in the open. Approaching the Axis base is difficult from the south. The north is not as well guarded if the artillery is not in use.



The Axis team doesn't have many rally points at the start, but the one it does have is protected by artillery. Make sure the gun is manned if the Allied team approaches.



The heavy machine gun near the bridge can stop Allied foot soldiers from approaching from the south, but it won't do much good against the Allies' armored cars.



The Axis team has four heavy tanks at the outset, giving it a distinct vehicular advantage. An unready Allied opponent will be hard-pressed to stop a direct assault.



The rally point to the south starts out in Allied control, and can stay that way by placing soldiers in the buildings surrounding it.



The central rally point will be snatched up by the Axis forces unless it is heavily guarded. The Allied team should use nearby walls and trenches to protect its soldiers from incoming Axis tanks.



The Allied forces are outclassed when it comes to vehicles. The armored cars will be effective against Axis foot soldiers, but not so great against medium tanks. Use them for transportation, but try to avoid hood-to-hood combat with the tanks.



PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

S. EUROPE: SALERNO HILLS



- A** Axis starting point
- B** Allied starting point
- C** Medium tank
- D** Armored car
- E** Heavy machine gun
- F** Jeep
- G** Half-track



Axis rally point



Allied rally point

Number of Axis rally points: 3
Number of Allied rally points: 1
Reserve interval: 4 turns



This is a fairly tough map for the Axis team. It starts with

more rally points, but is significantly outclassed in terms of vehicles and weapons. The Allied forces have armored cars and medium tanks, while the Axis forces have half-tracks and jeeps, neither of which have attack capabilities. As a result, the best defense is a good offense: make sure your forces start with plenty of anti-vehicle weapons, including Panzerfausts and Panzerwurmne grenades. A radio operator can help as well. Take out the heavy machine guns near the center rally point early, so as to have a better chance of defending it.



The Allied team has an almost unfair advantage on

this map. With medium tanks, armored cars, and two heavy machine guns, they can easily overwhelm an unprepared opponent. Though the Allies start with fewer rally points, the central point is an easy capture, and the heavy machine guns nearby make it easy to defend once they've taken it. The eastern rally point is likewise easy to grab, as it is undefended at the start and any Axis forces there will likely be low on action points and unprepared to take on offensive vehicles. The real problem for the Allies on this map will be getting too cocky; if the Axis forces are well-prepared to deal with vehicles, the Allies may find themselves tankless quickly.



Though Axis forces only have non-combat vehicles, they can still be used for transportation and, when necessary, extra shielding. Jeeps won't last long against tanks, but half-tracks may keep soldiers alive long enough to lose some Panzerwurmnes.



The Allied forces don't need to be so cautious. Their armored cars are excellent against ground troops, and can be used to quickly move out to the Axis rally points at the outset of the game.



In addition to the armored cars, the Allies have two medium tanks, giving them a significant offensive advantage over the nearly defenseless Axis forces.



The central rally point is initially controlled by the Axis team, but will likely change hands almost immediately. To protect it, Axis forces can use the nearby walls and barricades.



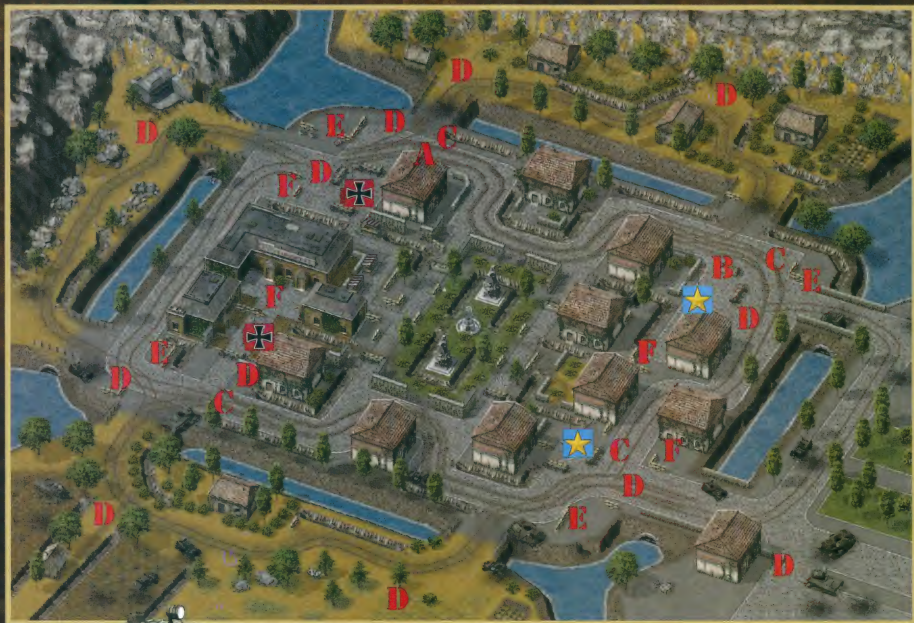
If the Allies manage to take the central rally point, they can easily defend it with the two heavy machine guns near the road. Axis forces would be wise to take these out as soon as possible.



The eastern rally point is an excellent early-game target for the Allies, as it will likely be poorly defended. If the Axis forces choose to defend it, they should go in prepared to take on a vehicle with heavy weapons.



S. EUROPE: MONASTERY TOWN



- A** Axis starting point
- B** Allied starting point
- C** Heavy tank
- D** Jeep
- E** Artillery



Axis rally point



Allied rally point

Number of Axis rally points: 2

Number of Allied rally points: 2

Reserve interval: 4 turns



This is a symmetrical map, with each team having an almost identical set-up at the beginning. Both teams start with two heavy tanks, one located near each of the rally points under their control. In addition to the heavy tanks, both have two artillery guns at their disposal, located at their respective ends of the north and south roads. The means that the majority of the early combat will take place near the central park, so both should scramble to get some units armed with anti-vehicle weapons into the trenches near the center as soon as possible.

It's probably wise to avoid the park altogether when on the offense, though. Dirt roads at the far north and south of the map will allow you to avoid the main streets, potentially giving you the opportunity to bypass the enemy artillery and take it out. This should be both teams' first priority, because keeping the heavy tanks intact while taking out the enemy's equivalent will almost always ensure success.



The only real distinction between the teams is that the Allied rally points are somewhat less easy to defend. The artillery will help, obviously, but the rally points are easily accessible.



This is in contrast to the southwestern Axis rally point, which is entirely enclosed by buildings and protected by a heavy machine gun. Taking out this gun will make capturing the rally point much easier.



The central park may end up being a site of great carnage. The trenches make it a good place to lay in wait for tanks trying to avoid the artillery-protected roads to the north and south, but a few well-aimed grenades can easily wipe out any forces stationed here.



Instead of traveling through the contested center, drive your tanks along the dirt paths to the north and south. This will give you some added cover against the artillery and help you keep your tanks intact.



Both teams have two artillery guns, protecting the northern and southern streets. Get soldiers operating these as quickly as possible in order to stop an early tank rush by your opponent.





In addition to the artillery, each team has a pair of heavy machine guns, which are helpful in defending against fool soldiers approaching the rally points, but not much use against the tanks.



S. EUROPE: CITY OF VELLETRI



- A** Axis starting point
- B** Allied starting point
- C** Jeep
- D** Medium tank
- E** Heavy tank
- F** Artillery
- G** Heavy machine gun

-  Axis rally point
-  Allied rally point

Number of Axis rally points: 1
Number of Allied rally points: 3
Reserve interval: 4 turns



The Axis team only has a single rally point at the

beginning, but it's very well-protected. It's recessed enough to make it difficult to reach for several turns, and a nearby 88mm gun will make sure any Allied forces that do approach will be easily knocked back. The Axis team should immediately grab the center rally point, which has little defense and is very close to the Axis starting point. More importantly, the Axis heavy tanks will make it easy to protect once it has been captured. Though it may seem like the Axis team has a disadvantage on this map, appearances can be deceiving. Heavy tanks and an 88mm gun are more than a fair trade for a single rally point that can be easily snatched up during the first turn.

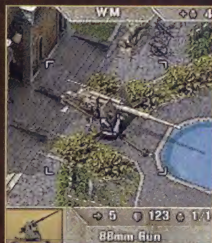


The Allied team needs to work to keep its initial advantage. One

good plan is to bring in a radio operator and heavy armament specialists, as the Axis' heavy tanks will roll right over the Allied forces unless they're prepared. The Allied team should get a spotter near either of the heavy tanks early on, so your radio operator can call in an air strike and destroy it. If the Allies can take out the tanks, victory will be much easier. The only other problem will be the 88mm gun, but a well-coordinated medium tank strike or a clean bazooka shot can take it down.



The two eastern Allied-controlled rally points are protected by heavy machine guns. These won't be very effective against the Axis heavy tanks, which will take them down easily if allowed to get close.



The Axis' artillery is fairly well-protected to the north, where walls make getting a bazooka in close difficult. When attacking it, make sure you have a clean shot before firing.



The central Allied rally point is so close to the Axis starting area that it can be captured immediately. Move a heavy tank in to cause some serious damage as the Allies rush to defend it.



The single Axis-controlled rally point is well-defended. Walls protect the southern side, while the 88mm gun protects it to the north. There are barricades nearby as well, if the Axis team decides it needs some added protection in the form of soldiers.

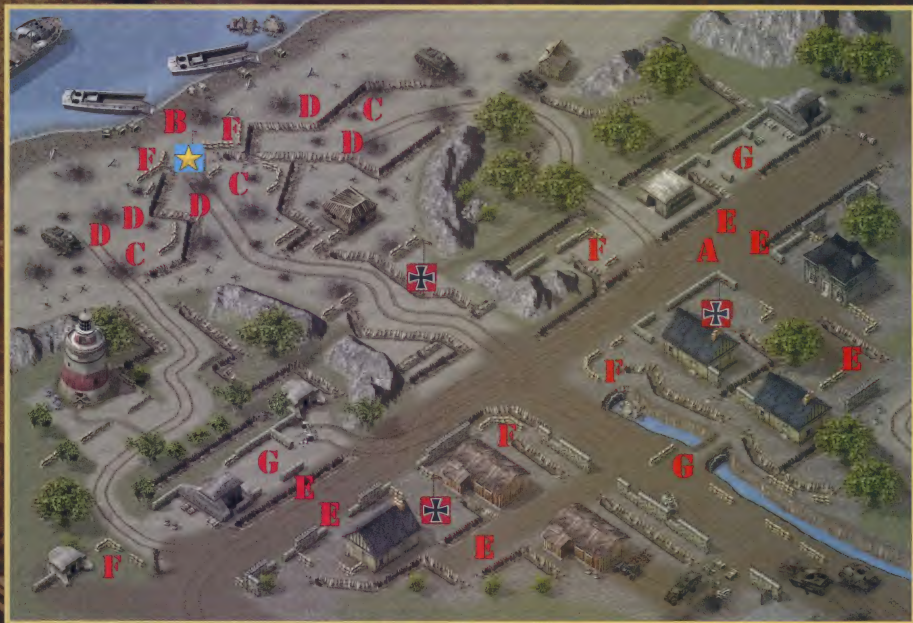


The Allies should stay on the defensive until the heavy tanks can be dealt with. The rally points in their base are fairly easy to access, though barricades and buildings will provide a bit of protection against incoming enemies.



The southern road has almost nothing of interest, making it a good route for either team to use to sneak up on the other's base. For the Allies, it's a good way to take out the artillery, while the Axis can use it to grab the southeastern rally point.

FRANCE: BEACHHEAD



- A** Axis starting point
- B** Allied starting point
- C** Armored car
- D** Medium tank
- E** Truck
- F** Heavy machine gun
- G** Artillery



Axis rally point



Allied rally point

Number of Axis rally points: 3
Number of Allied rally points: 1
Reserve interval: 4 turns



The Axis team should dig in right at the beginning.

There are plenty of good defensive weapons and structures on the Axis side of the map. In addition to three 88mm guns, the Axis forces have access to several concrete bunkers facing the beach, giving them a safe place to pick off the Allied forces as they approach and a means of protecting the artillery from incoming attackers. Staying in the open is a bad idea, as the Allies have significantly stronger vehicles at their disposal. The Axis only has trucks, but these can be used to quickly transport soldiers to the bunkers, artillery, and heavy machine guns. Getting to the Allied rally point will be somewhat difficult, due to the vehicles and the open area surrounding it. If the Allied tanks are destroyed, though, grabbing the rally point will be much easier.



For the Allies, staying put means death. The Allied

forces should be immediately loaded into the tanks and sent to the central rally point. Some soldiers may be left behind to man the heavy machine guns, but staying mobile is key. After grabbing the rally point, the next priority should be taking out the artillery. The southern gun is probably the best bet, as the Axis forces may not have reached it yet, and it can be destroyed or, better yet, used to stop their approach. If the Allies can grab the nearby rally point, victory will be a matter of surviving the inevitable battle on the main road, or sneaking around from the northern side and grabbing the final rally point.



The central rally point is hard to defend for either side. The only real defense is a wooden bunker to the west, which can be easily destroyed with heavy weapons. There are trenches, though, which can provide some protection for defenders.



The Allies have the advantage of much better vehicles on this map, but the disadvantage of being stuck in the open at the outset. The Allied forces should mobilize early, using the tanks to move into the Axis-controlled area.



The German artillery will prove a challenge for the Allies, but it is easily destroyed if the Allied tanks or heavy armament specialists can get into position. The Axis forces should do their best to protect the 88mm guns.



The heavy machine guns protecting the Allied-controlled rally point are useful on this map, considering the Axis forces have no combat vehicles. There are two guns near the rally point, so the Allies should ensure they

are both operational to keep approaching Axis soldiers at bay.



The Axis team doesn't have much in the way of vehicles, but the trucks, though useless in combat, can provide a quick means of transportation to both the 88mm gun and the rally point to the south of the starting point.



The Axis team has two machine guns near the center of the main road. These can be used to protect against incoming Allied soldiers and to protect the central rally point, to which both machine guns have a clear line of sight.

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FRANCE: RAILROAD OF CHEF-DU-PONT



- A** Axis starting point
- B** Allied starting point
- C** Medium tank
- D** Jeep
- E** Artillery
- F** Heavy machine gun



Axis rally point



Allied rally point

Number of Axis rally points: 2
Number of Allied rally points: 2
Reserve interval: 4 turns





This is a tricky, dangerous map. Both teams have an equivalent complement of vehicles: a couple of non-combat transport jeeps and medium tanks. Additionally, each team has artillery, as well as heavy machine guns. The issue is not the equipment available, but the map itself, which is cluttered with buildings and obstacles. A direct assault is almost impossible, and it's quite easy to set up ambushes for approaching enemies. Getting a line of sight on the opponent will be difficult.

One of the best examples of this difficulty is the central section of the map, made up of railroad tracks running between the two starting areas. The tracks are littered with toppled cars, which means that the artillery situated at either end won't have a clean shot until the enemy is very close. This problem affects the heavy machine guns as well. Though the heavy machine guns protect each team's rally points, the abundance of buildings means they don't have much range. Be prepared to suffer serious casualties on this map.



Each team is allocated an equal number of vehicles and rally points. Both start with two medium tanks, an artillery gun, several heavy machine guns, and two rally points.



The heavy machine guns will be useful for protecting the rally points in the immediate vicinity, but the numerous buildings and other obstacles will make it difficult to use the guns against incoming enemies.



The artillery is also plagued by line of sight problems, though its field of view is a little better. Unfortunately, it is almost useless against the railroad tracks running through the center of the map, owing to the abundance of rail cars.



The line of sight issues make the center of the map a fairly attractive route. The rail cars will block enemy artillery fire, and can be used as cover from soldiers. The railroad tracks provide the shortest route between the two starting points.



The outer roads provide a bit more mobility for vehicles, but leave them open for enemy fire. The trenches near the road will provide protection for any soldiers stationed here, and they can lay in wait for opponent units who attempt to traverse this route.



The buildings near the tracks can provide some added protection for soldiers guarding that route. Either team can position a soldier with heavy arms and a rifle in the buildings to make sure neither foot soldiers nor light vehicles survive long on the tracks.



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PRIMA OFFICIAL GAME GUIDE

FRANCE: FRANCE DU ROLE



- A** Axis starting point
- B** Allied starting point
- C** Medium tank
- D** Heavy tank
- E** Jeep
- F** Truck
- G** Artillery
- H** Heavy machine gun



Axis rally point



Allied rally point

Number of Axis rally points: 1
Number of Allied rally points: 3
Reserve interval: 4 turns



The Axis forces start on the small peninsula in the southeast corner of the map. All of the Axis vehicles and weapons are immediately accessible. There are three heavy tanks, an 88mm gun, a few trucks, and a single heavy machine gun. The Axis team's first move should be to grab the Allied-controlled rally point immediately north of the starting point. Send some soldiers to the heavy tanks, then head out for the other rally points. The Allied forces don't have anything comparable to the heavy tanks, which should withstand any initial beating from enemy heavy arms. The key, though, will be to spread out quickly. If the Allied forces can catch the Axis still clustered near the starting point, they'll be able to do a great deal of damage to the vehicles and troops before they can get moving.



The Allied team should immediately move into position to protect the two western rally points. The central rally point will fall quickly and is likely a lost cause for the time being. The Axis will be rolling in with heavy tanks, so the Allies will need plenty of anti-tank weaponry. Use air strikes, heavy weapons, and AT grenades liberally; getting rid of those tanks is imperative. There are three heavy tanks, and they won't be easy to defeat. When the tanks are disabled, the Allied forces can move in on the artillery. Move in with medium tanks. The artillery has a clear line of sight on the middle of the map, so the Allies need to survive long enough to reach it. Once the artillery is down, take out the heavy machine gun and grab the two rally points in the area.



The buildings near the western rally points will provide some cover for Allied soldiers. There are also trenches nearby, but otherwise they aren't well protected. As a result, the Allied forces protected them very aggressively.



The central rally point is very close to the Axis starting point, making it very easy to capture and defend with the nearby artillery and heavy machine gun.



The Axis has heavy tanks, and they can take quite a beating. A well-prepared Allied team will be able to take them down, however, with air strikes and heavy weapons. Use them to protect captured rally points, but have support units nearby so they aren't left vulnerable.



The Axis artillery has a clear line of sight for a good portion of the central map. There are walls protecting it from attack from the sides, so the Allied team's best bet is to attack it from the front.



The Allied medium tanks aren't as deadly as the Axis heavy tanks, but they are still a good offensive vehicle. There's one near the starting point, and another a bit to the north. Try to get to the second one quickly, and move it to the northern rally point to help protect it.



The single Axis rally point is situated on the peninsula, making it only approachable from the front. The Allied team should wait to attack it until the Axis tanks have been removed or until it is apparent the Axis starting area has been left unguarded.

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PRIMA OFFICIAL GAME GUIDE

RHEIN: CITY OF BASTOGNE



- A** Axis starting point
- B** Allied starting point
- C** Medium tank
- D** Armored car
- E** Half-track
- F** Heavy machine gun



Axis rally point



Allied rally point

Number of Axis rally points: 3
Number of Allied rally points: 1
Reserve interval: 4 turns



With more rally points and more vehicles, the Axis team

is, in theory, much stronger on this map. The problem is that the vehicles are spread out all over, making it easy for the Allies to grab them before the Axis team can. Defending the central rally point isn't a wise decision, but it won't hurt to send a soldier there to grab the nearby armored car. The majority of the Axis forces should pile into one of the half-tracks near the starting point and head out for the rally point in the north. There are many Axis vehicles, and it's important to grab them before the Allied forces arrive. There are also two armored cars here, and though they aren't strong, they're the best the Axis team has here. The Allied forces have medium tanks, so be prepared to take them out with some heavy weapons.



The Allies get some medium tanks, a single heavy machine gun, and not much else. The machine gun will help protect the lone rally point under Allied control, but the majority of this map will be fought on foot. The Axis team has numerous vehicles, but no tanks. A good Allied strategy is to commandeer these vehicles before the Axis gets to them. The central rally point is a very easy capture, and there's an Axis armored car nearby. More Axis vehicles are sitting near the rally point to the north, so send some soldiers that way to grab them. They'll need to go on foot, because the Allies have no transport vehicles. Have a tank escort the foot soldiers; if the enemy is already there, Allied soldiers won't last long.



The central rally point is easily within reach of the Allied starting point. One of the many Axis armored cars is also located nearby, and Allied forces should try to grab as many of these as possible.



A heavy machine gun protects the single Allied rally point. It doesn't have a very good field of view, but it can hit soldiers approaching the rally point. Other than this single gun, there are no other large weapons on the map.



This map requires a fair amount of soldier-to-soldier fighting. Make use of the trenches and barriers when moving around, and have vehicles escort your foot soldiers whenever possible.



There are two armored cars near the northern rally point. It's a good idea for both teams to access them, though obviously this could lead to a serious conflict at the outset. The Axis team has a slight upper hand, owing to its

half-tracks, which can transport soldiers there more quickly.



The eastern rally point is almost entirely defenseless, with the exception of a few barricades surrounding it. The Axis team needs to use armored cars or foot soldiers stationed nearby to defend it.



The Allies have three medium tanks, which gives them a significant advantage if they can keep them intact. Axis forces should be equipped to handle tanks, and the Allies should use them to quickly move in on Axis rally points.

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PRIMA OFFICIAL GAME GUIDE

RHEIN: ROER RIVER DAM



- A** Axis starting point
- B** Allied starting point
- C** Heavy tank
- D** Assault tank
- E** Armored car
- F** Artillery



Axis rally point



Allied rally point

Number of Axis rally points: 2
Number of Allied rally points: 2
Reserve interval: 4 turns





This map is entirely built around vehicular combat. Each team begins with a large number of armored cars: the Axis team has six, the Allies have five. Additionally, each team has a powerful tank. The Allies have a heavy tank and the Axis forces have an assault tank, the most powerful vehicle available. To combat the vehicles, each side is also equipped with an artillery gun trained on the central road.

Because the Axis forces are slightly stronger, the Allies should do everything they can to take out the assault tank immediately. Likewise, the Axis should attempt to take out the heavy tank. This will even the odds a bit, though the armored cars will still be abundant. The map is very open, so attacking from long distances is both possible and ideal. Once the vehicles have been diminished, taking the enemy rally points will be easier, as they are wide open with few defenses.



The Axis assault tank is the deadliest vehicle available, and as such should be dealt with immediately. Send your soldiers at it with AT grenades and bazookas, ideally in the early game when reinforcements are still available.



Each team has numerous armored cars, and they can do significant damage to both ground troops and other armored cars. The rally points are close together on this map, so using the vehicles for transportation isn't necessary.



The rally points are not only located very close to one another, they are also almost completely unprotected. There are trenches, and each rally point has a single building nearby, but otherwise they can be captured easily from any direction if left unguarded.



The Axis team has a slight advantage at the outset, with both the assault tank and one more armored car than the Allies. The Allies must remove this advantage as quickly as possible.



The Allies have a heavy tank in addition to their armored cars, but the heavy tank is little match for the assault tank. In a one-on-one battle, the assault tank will prevail.



Each team also has a single artillery gun. These can be destroyed easily and early by moving a heavy armament specialist to the center and firing two shots: one to destroy the barricade and a second to destroy the gun.



PATHWAY TO GLORY™

PRIMA OFFICIAL GAME GUIDE

RHEIN: REMAGEN BRIDGE



- A** Axis starting point
- B** Allied starting point
- C** Medium tank
- D** Assault tank
- E** Half-track
- F** Jeep
- G** Truck



Axis rally point



Allied rally point

Number of Axis rally points: 1
Number of Allied rally points: 3
Reserve interval: 4 turns



The Axis forces start at the bridge's base, tucked into a

tiny space in the northeast corner. The lone Axis-controlled rally point is on the ridge near a boarded-up tower, with short walls providing the only protection from a head-on assault. There's an Allied-controlled rally point directly south of the starting area, which you can grab easily during the first turn. The Axis forces should start moving quickly, and there are numerous trucks in the area to help transport troops. More importantly, the Axis team has two assault tanks at its disposal. These tanks give the Axis a significant vehicle advantage, as the Allied team only has medium tanks.



The Allies need to be cautious on this map. There's no

artillery and no heavy machine guns, and the Axis team has two assault tanks, which will likely be rolling out right from the start. Have plenty of AT grenades and bazookas, and don't be stingy with your air strikes. There are jeeps and half-tracks to move troops, and there are two medium tanks for offensive purposes. Unfortunately, the second medium tank is fairly far from the starting area (it's parked near the southern rally point). The central rally point will likely fall right at the beginning, but don't try to recapture it immediately. The first priority is taking out the tanks and protecting the southern and western rally points.



The western rally point has reinforced barricades, which can help protect any nearby soldiers from at least one blast from an assault tank. The nearby buildings can also be used to keep defenders safe.



The Axis team should immediately grab the central rally point, which is located just a few steps from the starting area. Trenches and walls will provide some protection for defending forces.



The Allies have two medium tanks. The first is on the road to the starting point's south. The second is parked near the southern rally point. Use one of the transport vehicles to reach it early.



Allied soldiers can use the railroad cars to the east as cover, and try and sneak up to the Axis rally point. Be cautious, though. The railroad cars aren't much protection against the assault tank.



Likewise, the Axis team can use the tracks as a shortcut to the southern rally point. Use the assault tank to blow through the railroad cars blocking the path, then approach the rally point from the east.



The Axis-controlled rally point has meager defenses, including a wall and trenches to the north and south. Protecting it is important, but since the Axis team will be more effective on the move, aggressively attack the Allied positions with the tanks' support.



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ESCAPE

- 1 Starting location
- 2 Main
- 3 Walk-track
- 4 German-occupied trenches
- 5 Neck fortifications
- 6 German army
- 7 Allied forces
- 8 Target destination

Primary route

Secondary route

CAUTION

The main route of the walk-track is marked with a red line. It is the most direct route to the target destination. However, it is also the most dangerous route, as it is the most heavily guarded. The secondary route is marked with a yellow line. It is a longer route, but it is also the safest route, as it is the least guarded.

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